

MARVEL
SUPER HEROES™
Official Game Accessory

AVENGERS ARCHIVES



The Grandmaster's Log

by Steven E. Schend

AVENGERS CAMPAIGN FRANCHISES

Avengers Branch Teams

For years, the Avengers operated relatively autonomously, as did the Fantastic Four and other superhuman teams. As the complexities of crime fighting expanded and the activities of the Avengers expanded to meet them, the team's needs changed. Their ties with local law enforcement forces and the United States government developed into having direct access to U.S. governmental and military information networks. The Avengers' special compensations (such as domestic use of super-sonic aircraft like their Quintets) were contingent on working with the U.S. National Security Council.

After a number of years of tumultuous relations with the U.S. government, especially their NSC liaison Henry Peter Gyrich, the Avengers' ties with the US government were severed and their charter was revoked. After a chaotic battle with the Tetrarchs of Entropy and a subsequent two-day meeting of the Avengers' full membership, the team's charter was re-established under the United Nations.

Immediately following the public announcement of the Avengers' new association with the United Nations, the world looked upon the Avengers as yet another toy in the political arena. The UN itself, however, has not interfered or made any overt demands on the team in terms of their membership and organization. This fact could be attributed to Captain America's years of experience with bureaucracy and military organizations or perhaps it was simply because the Avengers were often off on missions of world-wide importance.

That is not to say that there has not been extensive lobbying on the part of many member nations and individual interest groups for securing membership of certain representative superhumans into the Avengers. Seen as a mark of elite status and prominence both for the

hero/heroine and the sponsoring nation, avengers membership for national heroes has become the latest political power chip involved in United Nations negotiations. Some member nations, such as the representatives of the former Soviet Republics and their Peoples' Protectorate, have lobbied for whole teams of powered beings to be admitted as affiliated Avengers' branch teams.

The most prominent proposal nearing a vote is the General Assembly's desired establishment of an Avengers' branch team for the purpose of policing areas outside of the American continent. This proposal has been welcomed by all member nations except the United States, but has never come close to resolution simply because of national disagreements over membership proposals and the location of a base of operations. Table A shows all the superheroes and base locations proposed by member nations. How these politically-loaded nominations affect the Avengers in your game world is known only to the Judge and Uatu.

Table A: UN Proposed Avengers Bases and New Members

Australia:	Sydney; Talisman I
China:	Moscow; Collective Man
Egypt:	Cairo; Scarlet Scarab
France:	Paris; Peregrine
Germany:	Berlin; Blitzkrieg, Hauptmann
Deutschland	
Great Britain:	Paris; Spitfire, Micromax, Shamrock
Israel:	Tel Aviv; Sabra
Japan:	Undecided; Sunfire
Korea:	Undecided; Auric, Silver
Saudi Arabia:	Undecided; Arabian Knight
Soviet Republics:	Moscow; Peoples' Protectorate (Perun, Phantasma, Red Guardian, Vostok) and Crimson Dynamo
Spain:	Undecided; Defensor
Symkaila:	Undecided; Silver Sable
Taiwan:	Moscow; Jade Dragon
Wakanda:	Wakanda; no nominations for members





The New Avengers

In every MARVEL SUPER HEROES game world and even in all the alternate worlds explored by Uatu the Watcher, the Avengers are the ultimate guardians of justice and stand as symbols of all that is good and right in the superhuman population expansion of the late 20th century. And now, players and Judges alike have the chance to make their own legends alongside those of Thor, Iron Man, the Vision, and the rest of the Avengers. Your campaign heroes and heroines have been chosen for membership in the Avengers!

Security and Background Checks

All new members of the Avengers undergo a complex security screening process to determine their suitability as members of the Avengers. The most important check determines their suitability for access to secret information. Every member undergoes these checks before being issued an Avengers Identocard or Communicard.

A specialized computer system in the Avengers command center handles the entire background check process. This system, designed by Tony Stark (someone who understands the need for secrecy), makes its information checks via a unique random sequence code that initiates information checks through the data banks of the FBI, the CIA, Interpol, the U.S. and the United Nations National Security Councils, and AMEX. The checks are disguised by encoding, identifying them as standard background checks for prospective employees of the U.S. Department of Agriculture. Areas of focus for the program include checks on family status, past criminal behavior, psychiatric treatment, substance abuse, and participation in anti-American (recently changed to "anarchist") groups. The system also looks into any outstanding debts and current credit ratings and evaluates any existing

educational records.

Any information input by the operator/new Avenger, most specifically the hero's or heroine's civilian identity and address, is permanently erased from Avengers computer files after the search is complete. Safeguards like this are essential for members who choose to keep their identities secret. After the process is completed, operators are notified whether they have passed the security qualifications. If player characters pass the security checks, they move up to full-time Avengers status!

Benefits of Membership

Heroes in the MARVEL UNIVERSE have long known the advantages of allying themselves with others against common foes. This is the most basic of benefits when a player character joins the Avengers. In addition, neophyte heroes gain access to the knowledge of more experienced teammates. It's best to learn things first hand, but fighting the Absorbing Man without any preparatory knowledge is not recommended if anyone can help it!

Aside from these basic privileges, being an Avengers branch team grants player characters special United Nations status, a state-of-the-art headquarters, and use of Avengers technology. Tony Stark, Reed Richards, and King T'Challa of Wakanda provide all Avengers with cutting-edge vehicles, weaponry, and more.

United Nations Status

All members of the Avengers have a special status as a peace-keeping agent of the United Nations. They have the authority to operate as deputized law enforcement officials in any country of Earth with the express permission of that nation's government. United Nations member nations can choose to reject the aid of the Avengers, but currently, the only nation to reject the Avengers has been Demonica.

This special United Nations status also provides a limited diplomatic immunity for heroes operating in Avengers capacity. This most often applies to violations of aircraft regulations, the use of superhuman force in the arrest and capture of criminals, and the usual results of any battles such as property damage and personal injury of combatants and bystanders.

Avengers can command assistance from local authorities on an emergency basis, and Avengers priority provides them support from any government or public employee. These powers best serve the heroes in the course of major mayhem, allowing them to take command of on-site forces and handle the source of the problem while local officials handle crowd control.

United Nations status grants an Avenger a high-level security clearance for access to high-security government buildings, data, classified information, and government officials. Liaison officers are currently established between the Avengers and a number of governments and world-wide power groups such as the FBI (Agent Derek Freeman), Interpol (no contact yet established), S.H.I.E.L.D. (Nicholas Fury), United Nations (Devi Bannerjee), United States (Raymond Sikorsky, NSC; Presidential access by Chairbeing only), and Wakanda (King T'Challa).

Technology

The Avengers count some of the greatest minds alive in the world today as members and thus the team has instant access to the latest technologies developed on Earth or elsewhere! Much of their technology is located in their headquarters. Every branch is provided with its own base. For information about branch team headquarters construction, see Appendix One of this book. Details of the New York HQ are shown on a poster map included in this box.

Most other technologies developed by or for the Avengers, aside from their vehicles, costumes, clothing, and communicators, is undertaken on a case-by-case basis and is not generally available except when absolutely needed. The following is a list of currently accessible Avengers technology and includes all appropriate information. Game statistics for vehicles are provided on Table B: Avengers Vehicles.

Air Car Mk I: Designed by the Black Knight in conjunction with Wakandan design groups, this open-top Air Car has a snub nosed body, and flies by means of five jets. One primary engine is mounted in the rear and four booster jets are on external side mountings. At 18 feet long and 12.5 feet wide with side mounted jets, this Air Car has seating for four adult-size humans. This Air Car was designed for inner city and local transport to avoid problems with the use of supersonic Quinjets within New York City. The Air Car is equipped with

Amazing range sensors and communications systems, but it is not furnished with weapons systems.

Material Strength: The Air Car is constructed of Excellent rank, lightweight steel alloys. The open top affords passengers only Good rank protection from attacks.

Availability: Though the first model was destroyed recently by the Swordsman, there are currently two of these available at Avengers Headquarters in the hangar. The plans are in the computer networks and are available to all Avengers teams.

Air Car Mk II: This subsequent Air Car design, also by the Black Knight, is more aerodynamically streamlined. Its main body measuring 14.9 feet by 8 feet. Three jet assemblies are all rear mounted for more thrust and maneuverability. They are capable of generating the equivalent thrust of a Quinjet for up to 10 minutes at a time, but its open-air construction makes this hazardous to occupants. Like its

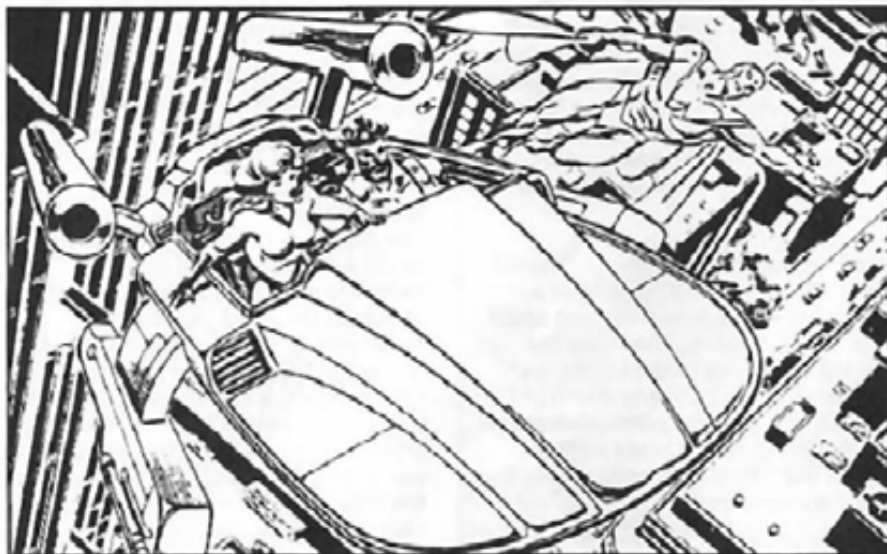
predecessor, the second generation Air Car is equipped with Amazing range sensors and communications systems but no weapons systems.

Material Strength: The Air Car Mk II is constructed of Excellent rank, lightweight steel alloys. The open top affords passengers only Good rank protection from attacks.

Availability: The first operable model of the Mk II was sabotaged and crashed in midtown New York. It was totally destroyed by Raza's attempted assassination of the Black Knight. There have since been two models constructed and on hand in the New York headquarters.

Avengers Jacket: Made of a synthetic material with the appearance of leather, these jackets are now a standard accessory for many Avengers. Despite their simple appearance and casual wear, these jackets hold more than expected.

- *Body Armor:* The material, thinner and more supple than Kevlar, is nearly bullet-proof and provides Good protection vs. physical attacks and Typical protection vs. energy attacks.
 - *Tracking Beacon:* The red "A" shoulder patch on the jackets contains circuitry for an Amazing range beacon that can be traced from any Avengers base to locate team members.
 - *Temperature Resistance:* The material has a microcircuitry weave that generates heat or cold, affording the wearer Good rank protection from such temperature attacks or climes.
- Material Strength:* The jackets are made of Excellent strength material.
- Availability:* Jackets can be tailor-made for any member of the Avengers.



Bio-Analyzer: Standard equipment for any headquarters, this machine (in hand-held models or a wide-range sensor array) performs the following:

- **Detection:** The bio-analyzer can detect the presence of mutants, shape-changers, and aliens of any race known to the Avengers with Incredible ability and range (11 areas).

Material Strength: Hand-held units are made of Excellent strength materials. Larger, built-in sensor arrays are the same material strength as the wall installation (minimum of Excellent).

Availability: One Bio-analyzer is kept on hand in both the Avengers L.A. compound and the New York HQ.

Communicard: Every Avenger carries a Communicard, an Avengers ID card with microcircuitry that allows:

- **Communications:** Avengers can communicate visually through a small screen on their cards. The screen normally shows a photo of the Avenger who carries it. The card beeps like a pager when called. The range for communications is 5,000 miles (Class 1000 range), though signals can be boosted by central communications at Avengers HQ for a range of 1,000,000 miles (Class 5000).
- **Computer Terminal:** A keypad allows numerical code access to any Avengers computers within range.
- **HQ Access:** The cards are magnetically encoded to open all entrances at any Avengers bases.
- **Resource Card:** The card also acts as a bank card for access to a special Avengers contingency account.

Material Strength: Cards are constructed of Remarkable strength material and are fully waterproofed.

Availability: All Active and Reserve members have cards. Inactive Reservists have cards on a limited basis, based on their reliability to the team and their locations.

Quinjet: The Quinjet is the standard mode of transportation for the Avengers. On-board systems include:

- **Auto-Pilot:** The on-board computer can maintain Typical control, though it cannot take off or land the Quinjet.
- **Communications:** The Quinjets hold Monstrous rank and range radios and other communications devices. All incoming and outgoing signals can be scrambled with Monstrous efficiency for security. Quinjets can link with all standard and covert air frequencies.
- **Modifications:** Quinjets can also be modified for a variety of situations, such as space or submersible travel. Quinjet statistics are on Table B.
- **Security:** Quinjets are only operated by someone with an Active Avengers Communicard. They can also be voice-activated by Active Avengers for quick starts. Otherwise, Quinjet hatches and the canopy remain magnetically sealed.

• **Stealth:** Quinjets can become radar-invisible with Incredible ability. **Material Strength:** Quinjets are normally made of Excellent strength materials.

Availability: Each team has two operating Quinjets at any given time. Parts are always available for the construction of another, or to repair

a damaged Quinjet. These jets are made by Stark Industries, but only a Chairbeing or the Chief Executive is authorized to order these for a team.

Skycycle: Originally constructed for Hawkeye, the skycycle has become standard equipment for Avengers on solo missions. Its size makes it more useful for clandestine missions since it is more easily hidden and harder to track than a large Quinjet. Just like the Quinjets, Communicards are used to operate the skycycles. The cards are actually used as ignition keys, though there is no voice activation of the skycycle, only manual control. Two skycycles can be transported by a Quinjet if the seats are removed to expand cargo space. Skycycles have Amazing rank and range sensors and radio systems.

Material Strength: Skycycles are made of Excellent strength materials, though they give only Good protection to their passengers.

Availability: Skycycles are now built by Stark Industries after they purchased the design from Jorge Latham. They are provided in pairs for the Avengers. There are four skycycles at the New York and the L.A. bases, with parts on hand for repairs.

Table B: Avengers Vehicles

Vehicle	Price	Body	Control	Air Speed	Max. # of Passengers
Air Car Mk I	AM	EX(GD)	RM	AM	4
Air Car Mk II	AM	EX(GD)	IN	MN	6
Quinjet, standard	AM	EX	RM	Shift Y	7
Quinjet, submersible	MN	IN	RM	EX(Underwater)	7
Quinjet, space-worthy	MN	AM	IN	Shift Z(Space)	7
Skycycle	RM	EX(GD)	EX	IN	2

All the above vehicles are equipped with VTOL and hover capabilities.

Inter-Team Coordination

Though each branch team of the Avengers has autonomy within the boundaries of their appointed protectorate, no team is considered superior to any other Avengers team. In essence, with the recent changes to the Charter, the Avengers are all one team.

With the Avengers as one unified force, each Avengers team can call on other team members whose specific talents might help. Call Hank Pym when you need a biochemist, or talk to Iron Man or the Black Panther when trying to comprehend the workings of some alien device. Always keep in mind that player characters in need of aid can call on their fellow Avengers in times of need. That's what they're for!

Player character teams will have to appoint their own reserve substitutes once their Avengers statue is cleared. Any empty reserve or active slots in the membership can be appointed by the Chief Executive. During the initial establishment of a new branch, it might be useful for the player characters to be able to learn from a veteran. The Chief Executive (the Judge, of course) can assign any Reservist to detached duty with the new team for a preliminary period until such time that they are Avengers in every sense of the word!

Good luck, players and Judges. Your characters are joining the ranks of the world's mightiest heroes. Be prepared for nothing but great action and adventure in your Avengers game campaigns! Are you prepared to enter the MARVEL UNIVERSE and protect New York from the Masters of Evil? Then turn the page and be ready for the cry of "AVENGERS ASSEMBLE!"





ADVENTURES

There is always a need and a time for heroes, regardless of their location, the color of their costumes, or the notoriety of their exploits. And that time has now arrived for the heroes of any Judge's campaign. These adventures are written to establish a team of player character heroes as members of the Avengers. Players and the Judge alike can experience a new Avengers legend in the making. If you use established Marvel heroes in your games, you can still play these adventures and save the world from disaster. Prepare your characters for the clarion cry of "Avengers Assemble!"

Adventure Opportunities

The Judge is presented with both Campaign Timelines and an Adventure Timeline spanning a number of months' or days' events that happen on maps provided in this sourcebox or in the MARVEL SUPER HEROES Basic Set. In fact, the street map located in this sourcebox fits together with Basic Set map (match the upper left corner to the lower right corner of the Basic map to fit).

The timelines allow the Judge and players to see a whole months' or a whole days' events and adventure possibilities at once, not just the scope of the current plot. All the clues and events of at least two adventures are in place, and it's simply up to the heroes to be in the right place at the right time (as well as deduce what all the events truly mean) for them to participate.

Within this sourcebox, there are also two major Adventure Plotlines designed to directly involve the heroes, and two minor Adventure Plotlines that the heroes can uncover as well. The major points are fully delineated in terms of scope and ramifications. The Judge effectively has a copy of the villain's handbooks and plans. Potential Karma awards are listed for both sides, yes, villains can actually gain their negative Karma points within the scope of

these campaign adventures. Tactics for combat and some role-playing encounters are also included for the villains. The villains are at last prepared for the Avengers, so watch out, heroes! The minor plots are generally presented as one to two event scenarios, and can be handled by smaller groups of heroes or even solo heroes.

The MARVEL SUPER HEROES Game sourceboxes are tailored for the focal characters to be used in some fashion. Just as MHR2, WEBS: The SPIDER-MAN Dossier, and its adventures, were plotted for Spider-Man or another lone hero, the adventures in this sourcebox are established for heroes who call themselves Avengers. Even though the major scenarios are designed for a team of five to seven heroes, there are always adventures here for the lone hero or a pair of heroes.

Characters established for use in the adventures are presented in the next chapter, "Avengers' Assemblage." Ninety heroes and villains collected for the express purpose of establishing the greatest battles of the Avengers on the Judge's and players' game world. Not all the characters may be used in the timelines, but they are given to establish other adventure hooks and plotlines using the Avengers.

Campaign Timelines

Judges are provided with expanded campaign timelines that cover a number of major events that occur after (or before) the adventures. These timelines allow Judges and players to use their sourceboxes for extended periods of game play. Campaign timelines can also provide minor links with all MARVEL SUPER HEROES game sourceboxes, letting Judges use recurring characters and plots to provide a greater sense of game world continuity and campaign structure. The Marvel Universe comes alive on your gaming table!

Adventure Timelines

Here's where it all happens. Any and all major events are listed chronologically in the Adventure Timeline and it's up to the heroes to be ready for them. The Judge should read through each day thoroughly and decide how many or how few actions will definitely be happening and prepare to have a number of things active at once. If the heroes are fighting the U-Foes on Regency Street, that won't stop a plane from crashing in the center of the city. It means they have to decide which actions come first and how best to serve the public.

Each day listed on the timeline is divided into four sections: Setting, Heroes, Villains, and Action. All the sections are interwoven with various plots, but each has specific goals and actions that occur regardless of any other happenings. For example, Roger Blake has to rob the 1st National Bank on Tuesday at 2:00 p.m. Unfortunately for him, Spider Woman has an appointment with an investment banker at that time and stands a good chance of fouling his robbery attempt.

Setting: This section describes minor or inactive changes to the surroundings and minor bits of action. Unlike the Action section, all of the setting notes and events are not dangerous in and of themselves. They simply offer more background details. For instance, if there was a battle on Jefferson Street on Tuesday, there should still be some damage on Wednesday (even if Damage Control was called in!). This section also has notes on minor physical changes to the city such as Building A set for demolition, road crews at work at these areas (closed to normal traffic, etc.), or noting the times when traffic copters are flying over the areas. Setting notes also describe weather and its physical effects on the city and the heroes.

Heroes: These incidents present action possibilities for the player characters to investigate at any given time. Many of them are mandatory and Karma penalties are the result of missing any necessary actions. At least one action given per day will have ties to the major plot or plots. Often, there will also be mention of other NPC heroes and their actions (allies aren't hard to find).

Villains: These menacing scenarios are all planned by their respective participants but many are often tentative. There is no stealing armored cars escorted by Thor unless you have the power to deal with him. All the villains have the potential for much chaos and destruction and that's what the heroes must stop. Only the primary plot clues and actions are always going to happen.

Action: These are all the other random events that take place every day in the city, or whatever setting the Judge has chosen, from car accidents to power outages to monsters rampaging through town. These actions will add the realism of a world existing outside the plotlines and give the Judge a wider variety of scenarios and situations to work into his or her immediate adventure.

Avengers Assemble!

For these game scenarios, the Judge should have the campaign's pre-existing heroes recruited by the Avengers as Reserve members. In the Judge's game world, the Avengers and the United Nations have made a concerted effort to pool all superhuman resources as much as possible under the Avengers. This makes it easier to mobilize the forces necessary to repel another Atlantean invasion, or to halt the encroachment of alien forces onto Earth. If players are, therefore, using their own characters, move on to That's The Why It Is... and

begin your own adventures as Avengers.

If the Judge's game is currently using established Marvel heroes, the world is in a crisis. All of the active members of the Avengers teams are missing, as are many of the established Reservists. If players are using any of these characters, the Judge must explain that they have disappeared into thin air, some in front of hundreds of witnesses! Any non-Avengers can join in this emergency situation, but only four previous members of the Avengers are reachable on Earth when the call to assemble goes out. Unless other heroes answer the call, the six heroes assembled as Avengers are Ant-Man, Dr. Pym (leader), Firebird, Giant Man, Hellcat, and the Wasp. For seven or eight heroes, add Rage and Red Wolf to the team. Once this team, or some variant of it (at least one member must be from the above list), is established, move on to the next section.



That's The Way It Is...

Over the past few days, some mysterious force has been plucking Avengers out of thin air and abducting them to parts unknown. The Avengers' ranks are gutted and they are the only heroes to answer the call.

As Earth's primacy defenders, it will be the job of the player character Avengers to respond to threats to world security as demanded by the United Nations and by necessity. Despite the locations of the varied heroes, the call to assemble brought them all to the Avengers' central headquarters in New York City. Locations within the continental United States can be reached within two hours by Quinjet, though the majority of the action occurs within minutes of Avengers HQ. Temporary Quarters will be established for members in New York if needed, and the team will constantly be on call. Dr. Pym will be spending time to locate the missing team members, but his efforts will be fruitless until the heroes are returned by the Grandmaster.

Any pre-existing storylines and plots within a Judge's game campaign should be interwoven into the heroes' required actions on the timelines. Though the heroes have been called in to serve as the primary Avengers team, their normal lives do not stop and any sub-plots and situations of potential Karma gain or loss (such as meeting one's girlfriend or doting aunt for dinner or fulfilling a charity appearance) must be addressed. The heroes' lives have not changed except that they now have the added responsibilities of being Avengers.

Campaign Timeline I provides Judges with basic setup information for many characters in the New York City of the Marvel Universe. The information can also be planted into newspapers and other media to be given to the player characters when the adventures officially start (Adventure Timelines date of December 27). After following the



Adventure Timeline, Campaign Timeline II covers a four-month timespan, giving follow-up information on the adventures as well as news to use as hooks for future adventures.

It is strongly suggested that the Judge read through all the material in this adventure section before actually playing. There are many activities occurring at once, and the better acquainted the Judge is with the material, the smoother the game will run. Good luck. Avengers!

Avengers M.I.A.

For the Judge's information, the missing Avengers have gone somewhere and with a purpose, though not one of their own choosing. The Grandmaster has accepted a challenge from one of the Avengers' greatest foes, Loki! The game is to settle a wager of the Judge's choice. The two villains chose the Avengers as suitable agents to play their game. Unfortunately, the varied members of the Avengers have fit the bill as pawns in the game. The Avengers are placed on a generic world with the express purpose of fighting their comrades. If they refuse to cooperate, the natives of that world will be slaughtered. The heroes are to collect the components for some universal device (of the Judge's making) that is the prize for either Loki or the Grandmaster. When the game is completed, the heroes will be returned to Earth after one week of game time (or another length of time as determined by the Judge), their memories of the contest erased. If the players wish to play out these scenarios, the Judge can use all of the 40 missing heroes in planetary missions of his or her own design. The missions should involve the search for the five pieces of the cosmic gadget to construct and also involve fighting their comrades. These tournaments are meant more to test the mettle of the pawns. The game is what's important, not the result. Good gaming!

Clues

Within the timeline, there are a number of instances where heroes can stumble across small pieces of a plot and, with a little detective work, uncover the plans of the villains. With all the happenings on the timelines, there isn't enough room to provide individual clues for each potential.

The following are some of the villains involved in the primary adventure plots, complete with general clues that might provide hints for the player character Avengers. The clues mentioned are often side-effects of power use, and go beyond the standard destruction left in the wake of any supervillain. If no clue is listed for a specific villain, player characters must rely on eyewitness identification of the villains. Directly following the clues section are a number of combat tactics usable for many villains or heroes.

Beetle: The Beetle can be tracked via his microwave power generator. It disrupts radio and television signals as well as certain other frequencies.

Grey Gargoyle: Duval has picked up an absent-minded habit of flipping coins when he is nervous. Given the nature of his power, look for out-of-the-ordinary stone items like quarters or small objects like balls that have been turned to stone.

Klaw: Klaw, being composed of solid sound, unconsciously emits high frequency sound waves beyond the range of human hearing when he moves. Clues left behind by Klaw include cracked windows and fragile items, irritated and barking dogs and other animals who can hear his sonic emissions, or faulty non-visual security sensors. If sonics are used to detect movement by sensors, Klaw may confuse the machine and interfere with its proper functioning.

Moonstone: Background traces of a unique radiation can be found within two hours of her leaving an area if using Remarkable rank or better radiation sensors. If sensors are used to track, they can follow Moonstone unless she is in the company of Chen Lu (see Radioactive Man). The largest concentration of Moonstone's radiation is found in the Blue Area of the Moon.

Quicksand: When Quicksand walks, she easily scrapes polished floors and often leaves a tiny amount of residual sand behind. Paint may be stripped off objects from the use of her sand powers.

Radioactive Man: Chen Lu constantly emits low level radiation that is kept in check by his energy harness. Currently, the harness is in need of repair and is losing small amounts of the Cadmium fibers woven into it that can be found. The fibers, in addition to the traces of spectrum radiation found on site, serve to show the presence of the Radioactive Man for up to 12 hours after his passing.

Super-Adaptoid: The only flaw in the Super-Adaptoid's new Captain Marvel configuration is that he wears the Nega-Bands on his wrists, despite their theft and destruction by the Shi'ar. If confronted with this, the Adaptoid must make a Yellow Reason FEAT roll to provide an explanation (bracelets that provide him with the energy that animates him now or another of the Judge's choice) or else he'll drop his cover and attack his foes, looking to incapacitate, not to kill.

Whirlwind: His most obvious clue is the pattern of destruction. Debris tends to be swirled into circular formations from his spinning and his cyclone winds. Also, his miniature buzz-saw blades can be found embedded in wrecked walls if he encountered resistance.

Teamwork and Combat Tactics

The following are basic tactics used by the villains (and heroes) as a team, an aspect of fighting often forgotten. The tactics look at double-teaming opponents, mass destruction, pre-planned escapes, and breaking and entering.

Double-teaming

- Fastball specials work when a strong character throws another hand-to-hand fighter at his target (Goliath throwing Tiger Shark or Titania throwing the Grey Gargoyle).
- Cover ground-based heroes, with two or more fliers, with distance weapons, catching them in multiple crossfires (Moonstone and Laser blasting at heroes simultaneously or blasting an airborne figure from both skies).

Mass Destruction

- An airdrop of invulnerable allies wreaks maximum destruction (Beetle airdrops Goliath at human size and he grows as he drops for a wider impact radius).
- Shock waves radiating from two opposing powerful forces (Goliath's clap, Absorbing Man's ball vs. Thor's hammer, etc.).

Escape Tactic

- Blinding opponents for a round or two to escape (Living Laser or Sunstroke blinds everyone while villains split off in different directions).

Breaking and Entering

- Utilizing Avengers HQ skylight, Radioactive Man releases a potent radiation pulse to temporarily scramble scanners and sensors. Living Laser and Moonstone blast openings in the roof and phase through the skylight, hitting all security weapons at light speed. Once in place, they seal the metal doors with lasers.





Campaign Timeline I

October

- (October 6, pm) The Symkarian Jewels exhibit at the Symkarian Embassy is disrupted by various super villains such as the Scorpion and Man Mountain Marko (see MHR2: WEBS for details).
- (October 19, all) A freak snowstorm strikes the city and reports of "abominable snowmen" in Central Park flood the local media. A dimensional rift to Niffleheim opened in the park and a previously unknown tribe of 13 man-sized hairy creatures wandered out. If encountered, they are generally docile, but one clutch of four creatures are savage. They are two mothers and their mates protecting their three infants.

November

- (November 2) The Avengers West are contacted by both the X-Men and local law enforcement officials regarding a dangerous mutant in Seattle, Washington with power readings that go off the scale. He has been looting local banks and is always attended by darkness. This man has Shift X Sound and Light Absorption powers. These powers give him uncontrolled size changes and strength as well as Darkness powers and an Invulnerability to sonic and light-based attacks. The media has dubbed him the new Blackout.
- (November 11-13) At least four Avengers of either team are called in to protect the British, French, and Wakandan Prime Ministers at a diplomatic conference in Paris. The death threats of both ULTIMATUM and Fenris have all parties worried. The Black Panther is also at this conference with his Prime Minister,

and can aid the Avengers against the joint attack of the Flag-Smasher, ha ULTIMATUM goons, and Fenris.

- (November 27, pm) The first major snowstorm of the season buries much of eastern New York in a foot of snow. The snow remains on the ground until a day-long thaw on December 1. A Vault armored truck with prisoners is delayed by snow, and ice later forces the truck off the road in central New York. The Radioactive Man, Klaw, and Moonstone escape their captors.

December

- (December 1, am) The Space Phantom impersonates Peggy Carter and infiltrates Avengers HQ. He is out to steal the secrets of Henry Pym's size-changing serums. Only Sersi or another telepath can detect his presence (Red FEAT). If no telepaths are available on this date, the Space Phantom escapes with samples of size changing gases.
- (December 2, am) All the active Avengers abruptly disappear during the day. The East Coast team disappears as of 9:15 am, followed by the West Coast team at 8:00 pm.
- (December 5, 12:35 pm) Dragon Man goes on a rampage near the tenements on 9th and Arthur on the Basic Set map. Daredevil attempts to stop him and two other figures, and is severely beaten. Spider-Man saves Daredevil, delivers him to a hospital, and vanishes in front of 21 witnesses in the emergency room at 12:55 pm. Dragon Man and his friends also teleport away before capture.
- (December 6, am) All of the inactive Avengers, excluding those in the adventure (Spider-Man's disappearance is listed above), vanish at 12:55 am.

- (December 10, pm) Sunstroke and the Living Laser escape from Project Pegasus with the aid of Moonstone and Klaw. They also steal the Beetle's armor from storage here.
- (December 12, pm) Yellowjacket is released from the Vault for good behavior and she is out on parole.
- (December 14, am) During a training exercise for the Guardsmen, the Absorbing Man and Titania escape the Vault and flee into the Rockies. Fellow prisoner Marvel Boy gets a concussion trying to stop them. Two Guardsmen are killed in the escape.
- (December 24, am) The remaining reserve Avengers fade away during a press conference on the disappearing heroes. The West Coast reservists fly out to investigate, and all but Dr. Pym and the Wasp vanish during the flight. The emergency call to assemble goes out this afternoon to the PCs.
- (December 25, pm) Snow falls heavily from 6:00 pm until 9:00 pm on the 26th, leaving the city under three feet of snow (-1 area/round land movement). City plows are all inoperable.
- (December 26, pm) Mysterious fires engulf two buildings on Arthur Street. Evidence points to arson, and buildings aren't saved because of snow blocking quick access by the fire department. Two buildings were demolished after the Dragon Man's rampage on May 5. Two more apartment buildings are on fire. If investigated, an unscrupulous landlord is found to be "fueling the fire" to collect insurance money.

Adventure Timeline I

Sunday, December 27

Setting

- The snow has stopped and has buried many cars and other objects underneath three feet of snow. Most city streets are closed to all traffic because of conditions. Huge and heavy patches of ice are on streets and sidewalks (-1CS on Agility FEATs and same movement penalty).
- Ice weighing down power lines has caused a number of line breaks. Ice is heaviest along Wilson Street and the Hudson Expressway. If nothing is done to clear the ice, power lines snap by 10:00 am and cause an Incredible rank fire in the warehouse at 5th and Wilson. The fire spreads to the adjoining warehouse by 10:45 am and both warehouses are consumed by 12:30 pm if not stopped.

Heroes

- The Mayor calls Avengers HQ at 6:00 am, asking for help to clear the streets and restore the plows to working order. There are any number of trapped cars as well as traffic accidents all along the map (including the Basic Sat map, if connected to the box map). The city can donate any equipment they are able to, though all of their snow plows are broken. Each hero can gain 20 Karma points for each person saved from injury and Popularity rises by +10 for their help. Ignoring the mayor causes a loss of -5 Karma each.
- The Avengers leader has a pre-scheduled briefing with the President at 11:00 am on the status of the team and any information on the location of his teammates (Karma worth +/-5).
- If anyone is on duty in communications between 1:10 am and 3:35 am, there

are eight separate alarms set off at remote storage facilities used by the Avengers. At 1:10 am, an alarm is received about a break-in at Stark Industries on Long Island. If contacted and/or investigated, it appears to be only a short in the alarm system and nothing is missing. The same occurs with alarms at 1:47 am (at Overton Storage), 2:03 am (at 5th and Wilson warehouse), 2:17 am (at Overton Storage), and 2:20 am (at Key Building on 7th and Harrison). All the alarms have lasted 1-3 seconds before cutting out, though the computer traces their signals. Three other alarms, at 2:21 am, 2:22 am, and 3:13 am respectively, are explained in the Villains section. If the Avengers monitor the police bands, they notice that this is a problem occurring all over the city. Every alarm system is malfunctioning at random, so the air outside is filled with alarms from cars, stores, and homes. Failure to check out alarms costs no Karma, though the three final alarms, if missed, cost heroes -20 Karma for allowing the thefts.

Villains

- There is a robbery at Overton Storage on 9th Ave. and Garfield St. at 2:21 am. The alarm sounds for only 2.7 seconds at Avengers HQ. Goliath and Klaw remove a number of large crates by breaking the reinforced skylights. Only an eight-year-old boy named Juan Martinez sees this occur. Within three minutes, they load an air car with some crates and fly off, projecting an illusion of a police helicopter. Missing goods include old Stark and Avengers technology such as a variety of older spare Quinjet parts and an old holographic projector.
- At 2:22 am, the alarms at the Key Building on 7th and Harrison activate and sound for four seconds before dying out. The Beetle and

Rampage set off high explosives on the roof, intending solely to cause more chaos and distract the Avengers. The two set the charges in six places on the roof, and finish at 3:18 am with the explosives all set to explode at 2:21 am. The two remain in civilian garb in Peabody Park to watch the "fireworks" until 2:24 am, their armor hidden under heavy trench coats.

- At 3:13 am a signal from the Avengers West Coast Compound announces a break-in. The Judge can determine who it is and what they are after. The burglars have been paid by the Radioactive Man to keep the Avengers occupied.
- At 5:12 am, Moonstone pays a visit to the Wizard, who is currently hiding under an assumed name in a private home on 11th Avenue off Harrison Street. The Wizard has been contracted to construct some lifting disks for the Masters. In need of the money and wanting a small hand in revenge against the Avengers, he has created 25 6-inch-wide disks, each generating an anti-gravity field of Amazing strength. Moonstone has a briefcase with \$12,000,000 for the Wizard in exchange for his services.

Action

- Between 1:00 pm and 3:00 pm, X-Factor is in town investigating a recent rally in Central Park where two mutants were apparently killed. Evidence is scarce, though theories point to the Watchdogs or the Sons of the Serpent.
- From 9:12 pm to 9:47 pm, The Fantastic Four fight against Blastaar within Four Freedoms Plaza. He has escaped the Negative Zone again and flees from the quartet, hiding himself in the city. The FF search the city, but Blastaar has vanished with little trace.

Monday, December 28

Setting

- Plows are finally clearing any blocked streets left from the holiday weekend. All street movement is back to normal by 10:00 am, though the sidewalks aren't fully clear until 1:00 pm. All ice has been cleared from power lines and all power has been restored.

Heroes

- The Avengers have a 10 am meeting for the entire active membership. The meeting is interrupted by Jarvis and Juan Martinez. Juan tells them about "the huge brown guy with red eyes and the little red guy with the gun on his hand" and how they broke into Overton Storage on Sunday. Green Reason FEATs allow the heroes to identify Goliath and Klaw. If any hero openly doubts Juan's story, the boy bursts into tears and runs out of Avengers HQ despite Jarvis' best efforts to keep him there (-5 Karma).
- The news media phones Avengers HQ from 1 to 3 pm asking for a press conference. If one is called, heroes gain +5 Karma (role-playing bonus).

Villains

- At 10 pm, Radioactive Man collects his team at a location of the Judge's choice for a debrief of their activities. All are present from 10 pm until 11:21 pm except for Tiger Shark. All are in civilian garb, but are still recognizable if close examination is allowed (Green Reason FEAT for any Avenger who studied their villain dossiers).
- Tiger Shark places the flying disks at strategic points on the submerged Avengers Island from 9:45 pm to 10 pm. From 10 pm to 11 pm, he activates the disks, freeing the island from New York harbor. He keeps the island submerged but pushes it closer to shore in preparation for tomorrow's raid on Avengers HQ.

- By 11:30 pm, Baron Zemo is notified about the meeting of the Radioactive Man's Masters of Evil. The informant can be a stool pigeon or it could be the Wizard or Tiger Shark looking for more money or power. In any case, the Baron knows of the plan for Avengers Island.

Action

- The Prowler and Will O' The Wisp, on retainer with Silver Sable, are on the trail of AIM weapons smugglers. At a stakeout at the Wilson Street junkyard at 11 pm, they catch a sale in action. Unfortunately, the buyer is the Maggia, and the heroes have to clash with Tombstone for an hour.
- The Fantastic Four abandon their search for Blastaar to race out to the Richards family estate in California, which is under attack, possibly by the same perpetrators that attacked the Avengers' L.A. Compound earlier.

Tuesday, December 29

Setting

- The day's temperatures range from 0 degrees to 33 degrees, and skies are cloudy (-1CS for long range visibility).
- At 9 am, a water main bursts at 4th and McKinley, flooding the intersection to a two-area radius. The water flow is shut down by 9:30 am, but the areas mentioned are covered by ice (-2CS Agility, -2 areas/round movement). The intersection is closed the entire day.

Heroes

- By 4:00 pm the Support Crew and Jarvis all get a severe case of food poisoning from their lunch of Fabian Stancowicz's chili. Heroes of less than Remarkable Endurance need to make Yellow Endurance FEAT rolls to remain healthy, if they fail, all physical statistics, FEAT rolls, and actions are at -1CS for 12 hours.

- The Avengers get an emergency call over local police bands at 5 pm from the Coda Recording Studio about a hostage situation (see Action).

Villains

- With \$15,000,000 in gold, Baron Zemo pays the Wizard to betray Radioactive Man. The Baron receives a remote transceiver that overrides the anti-gravity disks' programming and grants control to him. This transaction is completed by 11 am.
- By 4:45 pm, Nitro has holed up in the Coda Records Studios. He is holding hostage a five-member filming crew of the soap opera Secret Hospital, four actresses (including Mary Jane Watson-Parker), and Rick Jones and his four member band (in a guest spot). Nitro originally wanted only the money in the offices. He has now decided that MJ's character of Sybil is too pedantic. And what could be better than a live taping of Sybil's death at the hands of a notorious super villain? Rick has covertly contacted the Pantheon, and the Hulk arrives to help if the Avengers need aid. If not, he'll arrive simply to take Rick back to Arizona, if Nitro begins to lose, the Absorbing Man arrives to help him escape, turning to air after Nitro is clear so they both can escape the heroes.
- The Baron convenes his own Masters of Evil contingent (not located on the maps) by 8:00 pm. Precautions taken by the Baron ensure no information leaks out of his or his new comrades' locations and activities.

Action

- Rita DeMara (Yellowjacket II) takes up residence in one of the lofts on 5th Avenue. She spends the next month rebuilding her Yellowjacket costume and circuitry (the original was impounded by the Avengers).

Wednesday, December 30

Setting

- A sleet and ice storm covered the city between midnight and 2 am. All land movement is restricted (-1 CS on Agility FEAT rolls with a movement penalty of -2 areas/round) until 10 am when salt trucks and the sun melt off the glare ice that is over everything.
- A city work crew finally arrives to patch up the intersection and reopen the intersection by 2 pm.

Heroes

- At 9 am, the Avengers are contacted by a Lieutenant Bruce Griffin at the Pentagon. Some documents holding schematics and security breakdowns of Hydro-Baee have apparently been stolen by unknown parties. If Lt. Griffin can find out anything more, he will contact the team immediately.
- If any of the PCs have magical talents or a contact with Dr. Stephen Strange, he arrives at Avengers HQ at 11:57 am and asks for the team's aid in battling a menace quite close by. His minotaur apprentice is with him, its appearance magically cloaked. It is the Judge's option if the security system reacts offensively to Rintrah's presence. See Action for more information.
- The Avengers are alerted to an ongoing robbery attempt at the Henkel Art Museum at 7:30 pm. See Plotline Two for more information.

At 10 pm another call comes from Lt. Griffin at the Pentagon. In his check of the Avengers' files, he discovered that some documents on their current security systems and codes were photocopies, not originals. Griffin apologizes for the information leak, and will personally track down the leak. The Judge can use this plot for later havoc. The leaks come from a well-placed colonel who is a thrall of the Leader. The Leader gets the data and releases it for stiff fees through an anonymous third party.

Villains

- Rampage is at the Henkel Museum of Art, a trench coat and bulky suit over his armor. At 8 pm, he is to steal two pieces of Atlantean statuary for an anonymous buyer. He will meet him at midnight at 9th and Arthur with the pieces in exchange for \$5,000,000. See Plotline Two for details.

Action

- The Prowler, the Sandman, Silver Sable, and Will O' The Wisp track down the AIM weapons developers to an isolated lab (Judge's location) and end up fighting MODAM. This confrontation occurs at 9:30 pm.

- A force field engulfs Peabody Park at 2 pm, forcing everyone out except any PCs, in costume or not. The field prevents anything from leaving the park. It is for the city's protection. Dr. Strange, Rintrah, and any PCs must close a dimensional rift in Peabody Park. See Plotline Three for details.
- At 9 pm, a battered guard alerts the Avengers to a battle in Wakanda. Ultron-13 had attacked certain sections of Wakanda's capital with a small army of robots. The Wakandan forces destroyed his attendant robot, but could not stop Ultron from escaping with some technology. They need no help now, but will keep them posted on what technology was stolen. They also inquire about their king who disappeared (The Black Panther was also abducted unawares by the Grandmaster), but express hope for his eventual return.
- Numerous accounts fitter in all day with people reporting sightings of a long-dead hero—Captain Marvel II! The Judge is encouraged to spread many accounts around, but if any Avengers spot the Captain, he quickly eludes them and disappears. See Plotline Two for more details.



Thursday, December 31

Setting

- There are high winds in the city from 8 am throughout the rest of the day. All airborne craft and super-powered beings have a -1CS penalty on flight speed and Control of aircraft (-1CS Agility in flight for flying beings).
- The winds tear loose three large steel girders from the incomplete Oracle Industries building on 5th Avenue. One topples into the junkyard, the other falls across the intersection of Wilson and 6th, causing a three-car pileup at 2 pm. Luckily, no one is immediately injured, but a young woman and her two small children are trapped in their car. There are a number of gasoline leaks from all three cars in the immediate area.

Heroes

- The being that resembles Captain Marvel I appears wherever the Avengers are at 5:45 pm (when Radioactive Man's team begins its assault on the headquarters). He warns the Avengers about the Masters of Evil and accompanies them to the battle. He does not answer questions about his return from the grave or how he knows this except to say, "Cosmic awareness reveals many things thought hidden from the eyes of mortal beings."
- If the Avengers return to HQ, the villains can be confronted where the timeline places them. Captain Marvel fights with the heroes, but stays outside sensor range of HQ. See Plotline Two for more information.

Villains

- Unless extraordinary precautions were taken with Rampage's arrest (holding in Avengers HQ or

immediate transport to the vault), he breaks free from his prison at 1 am with the help of the Beetle and Klaw.

- The first squad of the Masters of Evil V(a) attacks (something on the Basic Set Map) at 6:35 pm, screaming at all witnesses during the chaos to bring the Avengers to them!
- The second squad of the Masters of Evil V(a), which include Radioactive Man, the Living Laser, and Moonstone, arrives over Avengers Headquarters on a floating and apparently whole Avengers Island (see Plotline One and map for details) at 5:43 pm. The island is fully cloaked and invisible to radar and the naked eye, but if heroes show up to oppose them, the villains drop the cloak and show the island hovering over their heads. If any Avengers are there, or any other heroes, their task is to threaten the other Avengers into giving them a space-worthy Quinjet and the coordinates for the Blue Area of the Moon, or else they will let the island fall onto the headquarters and much of midtown. If no heroes are nearby to stop them, the villains use the Breaking and Entering tactic (see Teamwork) to obtain entry in two minutes and move quickly to the communications complex to steal data from the Avengers' computers. These secrets are well-protected and it takes the villains 25 minutes to break through the security codes of the computer to obtain them (6:10 pm). Once data is available, the villains take a hard copy of the coordinates, set up a transmit link to their own computers, and download every scrap of data to their computers. By 6:15 pm, they plan to go to the hangar, steal a Quinjet, and flee over the harbor and out to sea. They expect to bring the island with them by remote control.

- If Avengers are in danger of severe injury or defeat, whether at the HQ or elsewhere, by the Radioactive Man's Masters of Evil, Baron Zemo and his team arrive to "save my noble foes from such ignominious defeat at the hands of such mongrel traitors! They who dared usurp the legacy of my father and myself shall pay in blood for such perfidy!" The Baron promptly fades away from where he was and his Masters of Evil attack the villains alongside the Avengers. For details, see Plotline Two.

Action

- The Taylor Foundation New Year's party is crashed by a number of known super villains looking to loot rich patrons of the party. The New Warriors go into battle against the Sinister Syndicate (minus the Beetle). The battle starts at 11:30 pm and ends at the stroke of midnight!
- In Times Square, the people celebrating New Year's Eve find themselves under attack by 40 airborne ULTIMATUM soldiers and the Flag-Smasher at 11:47 pm.
- Heroes on hand to stop them are Daredevil, Darkhawk, Hyperion, Doctor Spectrum, Whizzer, Shape, Arcanna, Lady Lark, and Power Princess of the Squadron Supreme. Out of a crowd of 25,000, 25 people are killed and 231 wounded. All the media and the newspapers (even the Daily Bugle) mourn the losses but praise the heroes for their rescue.
- The French Embassy is the target of the Black Fox who is looking to add a few new gems to his "retirement fund." The French hero Peregrine is on hand to stop him.

Campaign Timeline II

January

- (January 5, am. This can occur earlier or later at the discretion of the Judge.) The missing Avengers are teleported back to the precise spots they left from. They know exactly what's happened to them, though they can never remember who the Grandmaster's opponent was. The PCs receive many thanks from the Avengers for their help and are demoted to Reserve Status. In the Judge's campaign, the PCs can open their own branch team if it obeys the Avengers By-Laws and Charter.
- (January 12, am) The Fantastic Four take off in a spacecraft from Kennedy Airport at 11 am for space.
- (January 27, pm) At 3:13 pm (New York time), a small Kree scout cruiser crash lands on the Wakanda-Azania border in the heart of Africa. Out of a crew of seven, three survived and are loose in the jungles. Their craft is relatively intact and protected by an energy field, but the star drive is irreparably damaged. Their mission is to seek out the Avengers and slay them in retribution for the destruction of the Supreme Intelligence. One of the survivors is an Accuser (Judge's option of using Ronan the Supreme Accuser or a lesser known foe). Azania wants the Kree technology, the Kree want transportation to any known locations of Avengers, and the Wakandans want and need to stop both parties, with or without help from Earth's heroes.

February

- (February 5, pm) Blastaar attacks Four Freedoms Plaza. (The Fantastic Four are still absent on a deep space mission.) Blastaar seeks to open the Negative Zone portal

- and bring his armies to Earth and plunder and conquer it.
- (February 6, am) After a few hours of working with the machines, Blastaar opens a portal, but brings through Annihilus and his armies!
- (February 7, pm) The Fantastic Four arrive from space and lead an army of heroes against Annihilus' forces.
- (February 24, am) Because of tempers and old hatreds raised during the Kree starship controversy, Azaria declares war on Wakanda and uses its Supremacists in flagrant violation of the laws against superhumans in a country's armed forces. The Avengers and the Black Panther are called in to arbitrate and to pull the Supremacists out of the conflict.

March

- (March 11, am) Eight Sons of the Serpent hold a rally in Peabody Park, seeking converts for their messages of hate. A counter-protest forms and soon violence erupts. The

Avengers are meeting with the UNSC at the time and are under orders not to involve themselves.

- (March 15, pm) Ultron's plans come to fruition, as his new technologies allow him to broadcast energy waves over New York. They cause mass hallucinations of giant monsters rampaging through the city. All are geared toward driving all the humans out of the city and leaving it for Ultron to populate with his artificial servitors.

April

- (April 1, am/pm) Madcap throws himself and the city a huge party and parade for April Fool's Day, complete with laughing gas grenades, squirt guns fitted with Adhesive X (a present from Baron Zemo, anonymously of course), and a 10-foot-diameter chocolate cream pie to be dropped on Avengers HQ in honor of Madcap's favorite hero, Captain America.



Adventure Plotlines

Plotline One: Island Raiders

With his recent escape from a Vault transport, Dr. Chen Lu, the Radioactive Man, has been in hiding for a month. During that time, he has assembled his own Masters of Evil team, seeing it as his right, since he is the sole remaining member of the original Masters of Evil. Klaw and Moonstone escaped with him, and they later collect Sunstroke's, the Living Laser's, and the Beetle's armor from Project Pegasus. Goliath and Tiger Shark are recruited and the two of them break Abner Jenkins out of Ryker's Island prison.

Chen Lu's plan for his Masters of Evil is to strike back at the Avengers slowly, taking things from them bit by bit. After stealing much of their own technology from the Avengers, including a space-worthy Quinjet, Lu's team can go to the Moon. Radioactive Man has heard stories of the Blue Area and the abandoned alien city there, and he wants to plunder it for alien technology. With all the technology of the Avengers and an alien culture, his Masters of Evil would be unstoppable!

For the most part, Chen Lu's team was composed by necessity and the allies he found closest to him Klaw, Moonstone, and Tiger Shark were his first recruits. From there, he freed allies from Project Pegasus and set his plan into motion. With Klaw and Tiger Shark working underwater, they cut away much of the decimated wreckage of Hydro Base and salvage some forgotten technology, as well as one-fifth of the island itself.

Moonstone contracts the Wizard to construct some lifting disks for the Masters. For \$12,000,000, he creates 25 6-inch-wide disks, each generating an anti-gravity field of Amazing strength. Tiger Shark later places the flying disks on the submerged island. The Radioactive Man plans to float the island

over midtown and Avengers Mansion (and threatens to drop it!), using it as a last resort bargaining chip to gain the coordinates of the Blue Area of the Moon and some missing pieces for the Quinjet.

On the day of the infiltration of the Avengers HQ, Klaw, Goliath, the Beetle, Tiger Shark, and Sunstroke, and perhaps Rampage, are to rampage through midtown and distract the Avengers while Chen Lu, Moonstone, and the Laser enter the headquarters. The island fragment is fully cloaked and invisible to radar and the naked eye, but if heroes show up to oppose them, the villains drop the cloak and show the island hovering over their heads. If any heroes are on hand, Chen Lu threatens to let the island fall. If no heroes are nearby to stop them, the villains enter HQ in two minutes and move quickly to the communications complex to steal data from the Avengers' computers. Once the information is available, they set up a link to their own computers and download every scrap of data to their computers. They write down separately the coordinates of the Blue Area. They then plan to go to the hangar, steal a Quinjet, and flee over the harbor and out to sea. They expect to bring the island with them by remote control and go to the Moon within an hour after that.

Plotline Two: Zemo's Fury

After hearing of the New Masters of Evil, Baron Zemo angrily summons his own allies to attack those who dared usurp the legacy of his father. Zemo brings together the Absorbing Man, Grey Gargoyle, Quicksand, Titania, and Whirlwind. Under his direct technological control are the Dragon Man and the Super-Adaptoid as well. The Adaptoid is disguised as Captain Marvel I (using the powers of Spider Man, Daredevil, and Will O' The Wisp) to confuse the Avengers and the other Masters of Evil, allowing Zemo to have the upper hand.

Baron Zemo discovers Dr. Lu's plans for Avengers island and pays the Wizard to betray Radioactive Man. The Baron receives a transmitter that grants him control of the anti-gravity discs. He also sets up Rampage for a fall, anonymously posing as a black market buyer of artifacts to lure him to steal items. The Baron then notifies the Avengers of the thief. All this is done to confuse the Radioactive Man, who wanted Rampage as a final operative.

Baron Zemo's Masters of Evil are kept in reserve until needed. Then, Baron Zemo and his team arrive to "save my noble foes from such ignominious defeat at the hands of such mongrel traitors! They who dared usurp the legacy of my father and myself shall pay in blood for such perfidy!" The two villain teams clash, with the heroes saved by their former allies. Zemo then plans to escape with the island and its resources before any Avengers can pursue them. He has promised his allies that he can break them out of jail if they're captured. Otherwise they are to scatter and will be contacted later to regroup.

Notes: Super Adaptoid

"Captain Marvel I" aka the Super-Adaptoid is primarily used to keep everyone off balance and to gain information about the Baron's foes. If the Avengers seek to stop the Baron and his allies from escaping later, the Super-Adaptoid will be used at its fullest to keep them from capturing the Baron.

In Marvel Comics, the Super-Adaptoid is missing, stolen from the sunken Avengers Island by parties unknown. In this game universe, the Adaptoid was taken by Dr. Doom and repaired in Latveria. He is now energized by the Power Cosmic Generator after some internal modifications which slightly altered his powers. His original power source of a Cosmic Cube sliver was removed by Kubik. The Super-Adaptoid

now has full control of its coloration, and does not automatically revert to kelly green when two or more powers are added. He still cannot use more than one being's abilities at once, though he rarely needs to do so. As "Captain Marvel I," he uses Will O' The Wisp's sparkling flight trail and power emissions, Spider-Man's strength and spider-sense, and Daredevil's radar-senses at individual times to simulate Marvel I's strength, flight, energy blasts, and his cosmic awareness.

Doom restored the Adaptoid with limited programming to lead it to Zemo. Unknown to both the Adaptoid and Baron Zemo, the Super-Adaptoid was now programmed to transmit information back to Doom at all times. It serves Doom's purposes to allow a predictable enemy like the young Zemo to have control over a powerful toy for the moment. Doom planned an eventual attack against the Fantastic Four and needs the Avengers to be occupied with a battle against the Masters. Besides, with the Adaptoid as a free agent, and Doom able to recall the robot via implanted homing circuitry, he has a great way to inconspicuously learn about the other heroes.



Plotline Three: Magic in the Park

Alerted to magic afoot in the park by Dr. Strange, the Avengers can help to seal a dimensional rift. There is a two-area-diameter dimensional warp at the center of the park that is releasing three impish creatures each round. They are called the G'haarak and have the following capabilities:

F A S E R I P
Ex Gd Rm Gd Pr Gd Gd
Health: 70 Karma: 24

- *Body Armor:* Their red skin provides them with Good protection vs. physical and energy damage.
- *Claws:* Excellent edged damage.
- *Flight:* Excellent speed.
- *Heat Generation:* They generate Good rank heat from their skin.
- *Phasing:* Excellent ability to turn into a mirage; anyone in contact with it takes Excellent heat damage.

These creatures are mischievous, like the faeries of legend. They are dead set on seeing what that neat white stuff is on the ground! They are simply curious. The rift is an accidental occurrence they took advantage of. Prepare for a snowball fight of universal proportions before Dr. Strange sends them home!

Plotline Four: Invasion

Blastaar has escaped the Negative Zone and has brought a number of monsters through with him. Four Freedoms Plaza becomes a battle zone until Blastaar escapes into the city and goes into hiding. When the Fantastic Four leave the city, Blastaar enters their building and opens the Negative Zone portal for his invading armies. Unfortunately, the armies that issue forth are led by Annihilus! The icy winds of January in New York cannot stop the invasion from the anti-matter universe. Only the heroes are capable of sending them home!



AVENGERS ASSEMBLAGE



ABSORBING MAN

Carl "Crusher" Creel

ID: Public

Team Affiliation: Masters of Evil IV;
partner to Titania

F	A	S	E	R	I	P
EX	TY	GD	EX	PR	PR	TY
20	6	10	20	4	4	6
Health: 56			Karma: 14			
Resources: PR			Popularity: -20			

KNOWN POWERS

Material/Energy Duplication: Absorbing Man can duplicate the physical properties of any material he touches, giving him Strength, Endurance, and Body Armor equal to the material strength of the object touched. His Health increases if abilities increase, but does not decline if the material strength reduces his normal abilities. Creel can maintain a transformation indefinitely, and the limit for absorbing material strength is Unearthly. If the object touched has energy in it, such as a furnace or Thor's hammer, the energy properties are absorbed as well; Creel can retain such energies for no more than 10 rounds.

Power Absorption: Creel can duplicate superhuman powers by touching someone using them. This power allows absorption of up to Monstrous rank powers, but he cannot control them beyond the basic capabilities.

Life Support: If the Absorbing Man's body is broken into pieces, he can pull himself together mentally and will himself to become human, restoring his form. If specific pieces are detached, he can hold them in place and turn human to reattach them.

Wrecking Ball (Equipment): Formerly his prison ball and chain, this Remarkable strength object transforms as Creel does if held during the transformation.

TALENTS: Blunt Weapons (+ 1CS to Fighting and Throwing).

ANT MAN II

Scott Lang

ID: Secret

Team Affiliation: Ally of Avengers;
Contacts include Doctor Pym, Iron Man,
Tony Stark, and Janet Van Dyne

F	A	S	E	R	I	P
GD	GD	TY	TY	EX	TY	TY
10	10	6	6	20	6	6
Health: 32			Karma: 32			
Resources: GD			Popularity: 20			

KNOWN POWERS

None. All of Ant-Man's powers are derived from his equipment.

EQUIPMENT

Cybernetic Helmet: Ant-Man's helmet has these capabilities:

- **Disrupter Sting:** Ant-Man can fire an Excellent rank energy bolt from the front of his helmet.
- **Gas Mask/Air Supply:** The helmet has a retractable seal and Ant-Man can breathe for four hours with the helmet's normal air supply. This helmet gives Excellent protection against toxic gases.
- **Insect Communication and Control:** Ant-Man has the Remarkable rank ability to "talk" with ants and other insects. His standard power stunts are summoning swarms to attack foes, freeing himself from traps, and spelling out messages on floors for allies.
- **Loudspeaker:** This allows Ant-Man to be heard at normal volume when he is reduced to ant-size.
- **Radio Communication and Control:** Ant-Man can receive and broadcast radio signals to communicate at a distance. His transmitting range is Amazing (20 areas).

Shrinking: Ant-Man has incredible rank shrinking powers using Hank Pym's shrinking gas. This power can be used to shrink other people or objects.

TALENTS: Business/Finance, Computers, Electronics, and Repair/Tinkering skills.

AVENGERS, GREAT LAKES

BIG BERTHA

Ashley Crawford

ID: Secret

Team Affiliation: Great Lakes Avengers;

Ally of Hawkeye and Mockingbird

F	A	S	E	R	I	P
TY	TY	RM	IN	TY	GD	TY
6	6	30	40	6	10	6
Health: 82				Karma: 22		
Resources: EX				Popularity: 0		

KNOWN POWERS

Body Transformation: Ashley can increase her body mass to transform herself into the immensely obese Big Bertha. In this form, she has these powers:

Body Armor: Her toughened skin and semi-elastic form grant her a Remarkable rank Body Armor. She can catch projectiles in her mass and reflect them back at attackers for Poor Blunt damage. And by relaxing and taking a blow, she can allow blunt hand-to-hand weapons to hit her and "bounce" back for Good force damage through the shaking weapon.

Leaping: At Unearthly rank, Bertha can jump up to 100 feet.

TALENTS: Modeling, Fashion Photography, and Pilot Aircraft.

DINAH SOAR

"Dinah"; Full name unrevealed

ID: Secret

Team Affiliation: Great Lakes Avengers;

Ally of Hawkeye and Mockingbird

F	A	S	E	R	I	P
TY	RM	TY	EX	TY	TY	TY
6	30	6	20	6	6	6
Health: 62				Karma: 18		
Resources: PR				Popularity: 0		

KNOWN POWERS

Hyper-Senses: Dinah Soar can emit Remarkable rank hyper-sonic pitches that can calm angry and enraged people (green or better Pysche FEAT roll at -2CS to resist). This is especially effective in calming Mr. Immortal's berserk rages.

Wings: Dinah's arms and body have been adapted as wings, and these allow her to fly at up to Incredible speed (20 areas/round). She has also developed a Charging attack by flying over opponents and buffeting them to the ground with her wings.

LIMITATIONS: Dinah Soar appears to be mute, though she may simply be loath to speak. To communicate with her teammates, she blows a whistle.

TALENTS: Unrevealed.

DOORMAN

Hollis DeMarr

ID: Secret

Team Affiliation: Great Lakes Avengers;

Ally of Hawkeye and Mockingbird

F	A	S	E	R	I	P
GD	GD	TY	EX	TY	TY	TY
10	10	6	20	6	6	6
Health: 46				Karma: 18		
Resources: TY				Popularity: 0		

KNOWN POWERS

Gateway: Doorman has the Incredible rank ability to transform his body into an interdimensional portal. Once transformed and against a solid surface, people can pass through Doorman to the other side of the surface. He cannot use his power to pass through obstacles himself. There is some evidence that his power is linked with the Darkforce Dimension.

Levitation: Doorman can levitate and float at Typical speed (six areas/round).

TALENTS: Unrevealed.

FLAT MAN

Dr. Ventura; first name unknown

ID: Secret

Team Affiliation: Great Lakes Avengers;

Ally of Hawkeye and Mockingbird

F	A	S	E	R	I	P
GD	GD	TY	GD	EX	TY	TY
10	10	6	10	20	6	6
Health: 36				Karma: 32		
Resources: TY				Popularity: 0		

KNOWN POWERS

Flatness: Flatman's entire body is about one inch thick, allowing him to fit through narrow openings. He also has these additional powers:

Elongation: Flatman can stretch any part of his form with Remarkable ability (up to three areas away).

Plasticity: Flatman's pliable body can absorb impacts, granting him Body Armor with Remarkable physical protection and Excellent energy protection.

TALENTS: Unrevealed.

MR. IMMORTAL

Craig; last name unknown

ID: Secret

Team Affiliation: Great Lakes Avengers;

Ally of Hawkeye and Mockingbird

F	A	S	E	R	I	P
EX	IN	TY	GD	TY	TY	PR
20	40	6	10	6	6	4
Health: 76				Karma: 16		
Resources: TY				Popularity: 0		

KNOWN POWERS

Immortality: Mr. I can be killed but is restored to life in 1-10 rounds at full Health. Mr. I has no vital life signs (clinically dead) during his "deaths."

TALENTS: Acrobatics and Martial Arts B.



BARON ZEMO II

Helmut Zemo

ID: Public

Team Affiliation: Masters of Evil IV;
Former ally of Mother Superior, Primus,
and the Red Skull

F	A	S	E	R	I	P
GD	TY	GD	EX	IN	GD	GD
10	6	10	20	40	10	10
Health: 46				Karma: 60		
Resources: RM				Popularity: -10		

KNOWN POWERS

None. All of Baron Zero's power is derived from his equipment.

EQUIPMENT

Adhesive X: Adhesive substance of Unearthly strength that bonds to surfaces in one round.

Cybernetic Control Helm: Baron Zemo's gold helm contains cybernetic circuitry that allows him to control specifically conditioned pawns, whether human or artificial. Zemo's helm has a control range of 20 areas (Amazing rank). Commands are transmitted telepathically and the helm allows Zemo to control up to two targets.

Energy Pistol: This pistol has three different energy settings, but all settings operate with a five-area range:

- **Disintegrator:** Remarkable intensity disintegrator changes 30 cubic feet of inorganic matter to light energy per burst. This acts as a Remarkable energy attack on living tissue.
- **Laser:** This laser has an Excellent energy attack and is the setting to energize the humanoid robots (see following).
- **Stunner:** Targets must make an immediate Endurance check vs. Stun against this Remarkable intensity attack.

Humanoid Robots: These humanoid robots, an old invention of Baron Zemo I, are usually six inches tall, but their circuits hold a few surprises for Zemo's enemies. Their primary and secondary statistics are:

F	A	S	E	R	I	P
RM	GD	RM	EX	FB	n/a	n/a
Health: 90		Karma: 0				

- **Body Armor:** Humanoid robots have a tough artificial hide that affords them Good protection from physical attacks.
- **Energy Absorption:** Humanoids can absorb energy with Excellent efficiency. The first 20 points cause the robot to grow from six inches to nine feet tall. Each energy attack after that allows the robot to heal 20 points of damage.
- **Growth:** Humanoids grow only when exposed to Excellent or greater rank energies. Their maximum size is nine feet tall, and they reach this size after absorbing 20 points of energy.

TALENTS: Biology, Biochemistry, Chemistry (+ 1CS Reason). Baron Zemo can also expertly reconstruct his father's devices.



BEETLE

Abner Jenkins

ID: Public

Team Affiliation: Sinister Syndicate;
Former member of Masters of Evil III,
former employee of the Collector

F	A	S	E	R	I	P
GD	GD	RM	EX	EX	RM	TY
10	10	30	20	20	30	6
Health: 70			Karma: 56			
Resources: EX			Popularity: -10			

KNOWN POWERS

None. All of the Beetle's power is derived from his armor.

EQUIPMENT

Beetle Armor: Jenkins' armor provides the following:

- *Battle Computer:* This computer in the Beetle's armor can be programmed to anticipate specific foes' tactics and moves. When fighting programmed opponents, Beetle has Remarkable fighting, Excellent agility, and Amazing intuition (includes initiative). Beetle is programmed to fight Captain America, Iron Man, and Spider-Man.
- *Body Armor:* It grants Excellent physical protection and Remarkable energy protection. It also jams microwaves with Incredible intensity within three areas.
- *Electro-Bite:* Beetle can fire Excellent electrical energy attacks up to 10 areas away.
- *Flight:* With a normal flight speed of Poor (four areas/round), Beetle can route all power to the Good material strength wings and move at Good speed (eight areas/round).
- *Wall-Crawling:* Beetle's suction cup gloves and boots allow him to climb up sheer surfaces with Excellent ability.

TALENTS: Electronics and Repair/Tinkering skills.

BLACK KNIGHT III

Dr. Dane Whitman

ID: Secret

Team Affiliation: Avengers; Former member of Masters of Evil II

F	A	S	E	R	I	P
RM	EX	GD	GD	GD	TY	TY
30	20	10	10	10	6	6
Health: 70			Karma: 22			
Resources: EX			Popularity: 40			

KNOWN POWERS

None. All of the Black Knight's power is derived from his equipment.

EQUIPMENT

Body Armor: Dane wears chain mail for Good protection from physical attack.

Ebony Blade (Former Weapon): The Unearthly strength Ebony Blade inflicts 10 points Edged damage or 16 points Blunt damage (flat of the blade).

Merlin's magics give it these powers:

- *Energy Absorption/Deflection:* It deflects magic and other energies of up to Unearthly strength. It can also cleave energy barriers (including mystical) of Unearthly rank. It can absorb energy directed at it and release the energy at equal strength.
- *Blood Curse:* If blood is drawn with this sword, the wielder is slowly (1d10 days) transformed into a comatose statue with the sword's properties.
- *Summoning:* With a red Psyche FEAT roll, the Black Knight can summon his sword to him or teleport to its location (CL3000 rank).

Energy Sword: Dane's energy sword has variable settings (Good to Monstrous power output). It can cut through Amazing strength materials but is often set to stun living beings (Incredible Intensity) for 1-10 rounds.

TALENTS: Genetics, Physics, Repair/Tinkering, and Weapons Specialist (Sword; +2CS).





BLACK PANTHER

T'Challa, King of Wakandas

ID: Public

Team Affiliation: Avengers

F	A	S	E	R	I	P
AM	IN	EX	RM	GD	RM	EX
50	40	20	30	10	30	20
Health: 140				Karma: 60		
Resources: AM				Popularity: 66		

KNOWN POWERS

Infravision: The Black Panther can see perfectly in all but absolute darkness. His Excellent infravision allows him normal sight on moonless nights.

Tracking: The Panther's keen senses grant him Amazing Tracking abilities. He can follow an outdoor/wilderness trail for up to 12 hours after it was made. Within an urban environment, he can track a scent for up to six hours.

TALENTS: Electronics, Physics, Acrobatics, Martial Arts A, B, C, and E, and Tumbling.

BLACK TALON

Name Unrevealed

ID: Secret

Team Affiliation: None; Former member of the Lethal Legion II

F	A	S	E	R	I	P
TY	TY	GD	EX	TY	EX	RM
6	6	10	20	6	20	30
Health: 42				Karma: 56		
Resources: TY				Popularity: -10		

KNOWN POWERS

Necromancy: The Black Talon has Monstrous rank magical powers of necromancy. Among his known abilities are those listed below, though these may not be all he is capable of when in his place of power.

- *Zombie Animation:* Black Talon can animate the corpses of dead human beings as zombies (also called zumbies). Animation is accomplished by an elaborate mystical ceremony performed in the presence of the corpse. As many as 20 corpses can be animated during one ceremony. Zombies created from normal human remains have the following primary abilities:

F	A	S	E	R	I	P
TY	PR	TY	GD	FB	PR	FB

- *Zombie Control:* The Black Talon can telepathically command and control any zombies in his presence with Monstrous ability. There is no limit to the number of zombies he can control. Any within 15 areas of the Black Talon fall under his control. On their own, zombies obey simple verbal commands and instructions

EQUIPMENT

Blades: Black Talon often carries a short sword and a dagger (Good and Typical Edged damage). Talon's Fighting is Good when using the sword.

TALENTS: Occult Lore and Voodoo.



BLACK WIDOW

Natalia Romanova; Natasha Romanoff
ID: Public
Team Affiliation: Avengers; Former leader of the Champions, former S.H.I.E.L.D. operative and partner of Daredevil

F	A	S	E	R	I	P
IN	RM	GD	EX	GD	IN	EX
40	30	10	20	10	40	20

Health: 100 Karma: 70
Resources: GD Popularity: 30

KNOWN POWERS

None. All of the Black Widow's power is derived from her equipment.

EQUIPMENT

Wall-Crawling: The gloves and boots of the Widow's costume contain microscopic suction cups that give her Remarkable wall-crawling abilities.

Weapon Belt: The Black Widow used to wear this belt that contained 12 explosive disks that acted as Remarkable rank explosive grenades.

Widow's Bite: Natasha's bracelets contain miniaturized weaponry and equipment:

- *Cable Launcher:* The Widow can launch an Incredible strength cable up to three areas away. It ends with a grappling hook.
- *Electro-Blaster:* With a range of four areas, Natasha's official "Widow's Bite" is this Excellent energy attack.
- *Gas Launcher:* The bracelets can shoot gas filled capsules up to four areas away. The capsules generally contain Excellent intensity tear gas that fills one area upon impact.
- *Two-Way Radio:* With an Incredible range, this radio can be tuned to classified S.H.I.E.L.D. and Avengers frequencies for communications.

TALENTS: Detective/Espionage, Martial Arts A, B, and E, Military, Multi-lingual, Weapons Specialist (Widow's Bite).

CAPTAIN AMERICA

Steven Rogers
ID: Secret
Team Affiliation: Avengers; Former member of the All-Winners Squad, the Invaders, and former partner of Bucky, Falcon, Nomad, and D-Man

F	A	S	E	R	I	P
AM	IN	EX	RM	GD	IN	AM
50	40	20	30	10	40	50

Health: 140 Karma: 100
Resources: TY Popularity: 100

KNOWN POWERS

Captain America is the epitome of homo sapiens, thanks to the Super Soldier serum. The serum prevents fatigue poisons from building within his system, and acts as an Excellent immune system, protecting Cap from many Earthly diseases.

EQUIPMENT

Armor: Cap's chain mail vest and reinforced costume provide Good protection from physical attacks.

Shield: Cap's primary weapon and defense is his unique disk-shaped shield. It is made of Class 3000 strength material, immune to harm from any force except magic or psionics. Cap can throw the shield up to three areas away to inflict Remarkable Blunt damage. Cap's common stunt is to bounce the shield off a number of hard surfaces (up to three targets) and have it return to him the following round. The shield can absorb 90 points of damage per round when held as a defense and reduces Stun/Slam effects by -4CS (falling damage also reduced if landing on the shield) because of its force-absorbing qualities.

TALENTS: Acrobatics, Artist, Leadership, Martial Arts (All), Military, Tumbling, Weapons Specialist (Shield).





CAPTAIN MARVEL II

Monica Rambeau

ID: Secret

Team Affiliation: Avengers; Former member of New Orleans Harbor Patrol

F	A	S	E	R	I	P
EX	RM	TY	RM	TY	GD	GD
20	30	6	30	6	10	10
Health: 86			Karma: 26			
Resources: EX			Popularity: 25			

KNOWN POWERS

Energy Sheath: An Unearthly energy field surrounds Captain Marvel when she manifests her power. The field allows her to use the following powers:

- *Energy Blast/Field:* This energy blast of Monstrous rank can be used as a beam with Monstrous range (40 areas) or as a spherical field centered around the Captain (maximum extent of field can cover one area). Energy forms usable with this power include Hard Radiation Emission, Heat and/or Light Generation, and Kinetic Bolt.
- *Flight:* Captain Marvel can attain up to Unearthly air speeds in flight (40 areas/round).
- *Force Field:* Monica's energy field also acts as a force field of Monstrous energy protection and Amazing physical protection.
- *Radiowave Generation:* She can make radio waves to communicate with Monstrous ease and range. This power can also jam radio transmissions.

LIMITATIONS: Captain Marvel can fly and use a maximum of one other power at any time. She can switch powers every other turn.

TALENTS: Boating, Criminology, Law Enforcement, Maritime Law, Maritime Navigation, Marksmanship (pistol), Martial Arts A, B, and E, Multilingual (English, French, Portuguese, and Spanish).

CRYSTAL

Crystal Amaqualin Maximoff

ID: Public

Team Affiliation: Royal Family of the Inhumans, Avengers; Former member of the Fantastic Four

F	A	S	E	R	I	P
GD	EX	GD	EX	GD	GD	TY
10	20	10	20	10	10	6
Health: 60			Karma: 56			
Resources: EX			Popularity: 20			

KNOWN POWERS

"Elemental" Matter Animation: Crystal can manipulate matter on molecular levels with Monstrous ability. Her control is limited to the "elements" of nature: air, earth, fire, and water. All of her powers have a range of five areas.

- *Air Control:* Crystal's control over air currents gives her powers like Remarkable strength whirlwinds that affect an entire area or Incredible Levitation and Gliding by riding air currents (for Crystal alone; Excellent for up to five people in same area).
- *Earth Control:* She can animate Monstrous amounts of natural soil and rock into crude pillars for Monstrous Blunt attacks. Crystal can fire rocks as missile weapons of Incredible Blunt damage. She also causes Amazing intensity tremors that affect 1-5 areas.
- *Fire Control:* Crystal can negate fires of up to Remarkable intensity. She can also manipulate fires in size and form.
- *Fire Generation:* Crystal makes fire of Excellent intensity.
- *Water Control:* She can manipulate Monstrous amounts of water.
- *Weather Control:* Crystal's Remarkable control over weather is limited to creating fog, rain, or hail.

TALENTS: First Aid, Politics. She is also familiar with the advanced technology of Attilan and the Fantastic Four's equipment.

DOCTOR DEMONICUS

Douglas Birely

ID: Public

Team Affiliation: Pacific Overlords

F	A	S	E	R	I	P
TY	TY	PR	TY	RM	GD	GD
6	6	4	6	30	10	10

Health: 22
Resources: IN

Karma: 50
Popularity: -10

KNOWN POWERS

None. All of Doctor Demonicus' power is derived from his equipment. Doctor Demonicus suffers from a form of cancer that has mutated his face and skin. Eighty percent of his hair has fallen out and he has grown prominent horns on his forehead. His skin now has a large number of mottled gray patches on it. His cancer is currently in remission, but his dependency on his suit remains undiminished (see below).

EQUIPMENT

Armored Suit: This suit provides

Demonicus with Typical Body Armor against physical and energy attacks. It also maintains a state of remission for his unique form of cancer caused by radiation exposure.

Lifestone: Dr. Demonicus still retains a small piece of a radioactive meteor he has dubbed the "lifestone." The doctor uses the lifestone's radiation to artificially mutate both humans and animals. Under controlled conditions, Demonicus can create any number of super-powered guardians for his new island nation of Demonica.

TALENTS: Biochemistry, Bioengineering, Electronics, Genetics, Geology/Plate Tectonics, and Repair/Tinkering.

DOCTOR DRUID

Anthony Druid

ID: Public

Team Affiliation: Avengers

F	A	S	E	R	I	P
EX	GD	TY	RM	EX	EX	IN
20	10	6	30	20	20	40

Health: 66
Resources: GD

Karma: 80
Popularity: 5

KNOWN POWERS

Druidic Spellcasting: Dr. Druid can perform rituals of 1-10 hours duration to gain one or more of the powers below as spells of Remarkable rank:

- *Animal Empathy.*
- *"Element" Control:* Control over the four classic elements of nature, Air/Earth/Fire/Water.
- *Plant Control.*
- *Power Transfer:* Dr. Druid can invoke the Celtic gods to add power to spells. This ritual must be continuous and adds 30 points to spells' effectiveness.

Magical Sensitivity: With an Incredible FEAT roll, Druid can identify past uses of magic (green FEAT roll) within range, the spellcaster (yellow FEAT roll), and even the actual spell (red FEAT roll).

Metabolic Control: Druid has Remarkable control of all his body functions.

Mental Powers: Dr. Druid's mind has been trained in the following powers:

- *Danger Sense:* Judges make an Incredible FEAT roll 30-45 minutes (game time) before upcoming danger. If the roll is successful, the Judge should warn Dr. Druid's player.
- *Illusion Generation:* Amazing rank.
- *Levitation:* Feeble rank.
- *Mesmerism:* Incredible Mind Control.
- *Telekinesis:* Good rank.
- *Telepathy:* Unearthly rank.

TALENTS: Hypnotism, Martial Arts A, Medicine, Mesmerism, Mystic Training, Occult Lore, Psychology, Resist Domination, Trance.





DOCTOR PYM

Dr. Henry "Hank" Pym

ID: Public

Team Affiliation: Avengers; Former member of Defenders, Masters of Evil II, and partner/husband of the Wasp

F	A	S	E	R	I	P
EX	EX	TY	EX	EX	GD	GD
20	20	6	20	20	10	10
Health: 66				Karma: 40		
Resources: EX				Popularity: 20		

KNOWN POWERS

Projective Shrinking: Dr. Pym can generate a field of "Pym Particles" to alter the size and mass of any inorganic object he touches with Incredible effect. Intelligent and/or organic targets touched by Dr. Pym can make green or better material strength FEAT rolls (for robots and animated constructs) or green or better Psyche FEAT rolls (for humans and other living beings) against Pym's Incredible power to resist the size altering affects.

EQUIPMENT

Micro-Equipment: Dr. Pym maintains a variety of miniaturized equipment in his jumpsuit. Items can be enlarged to normal or greater size in one round. Unless stated otherwise, these items have Remarkable material strength. Dr. Pym carries at least the following:

- *Bat:* Good Blunt damage.
- *Chain Saw:* Excellent Edged damage.
- *Energy Gun:* Pistol (three-area range) or Rifle (six-area range) with Remarkable Stun or Incredible Energy attacks.
- *Flight Pack:* These back-mounted jets allow Hank a Typical air speed (six areas/round) with Excellent Control. Flying in a vacuum, speed is Good (eight areas/round).
- *Helmet:* Pym carries an old Ant-Man helmet. It is the same as Scott Lang's Ant-Man helmet except Pym's has no helmet disrupter (see Ant-Man II).

- *Laser Drones:* Excellent Stun or Remarkable Energy attacks (five-area range for both). These can fly with Poor air speed on remote control.
- *Restraining Spheres:* These reinforced glass globes are used to trap and restrain foes (green or better Agility FEAT roll to avoid capture). Some globes might be fitted with devices for particular enemies like energy dampers (Incredible Energy Absorption) or power inhibitors (cancel up to Incredible rank mutant powers).

TALENTS: Biochemistry, Biology, Chemistry, Electronics, Engineering, Genetics, Mechanics, Physics, Repair/Tinkering, and Robotics.

ROVER

Rover is Pym's latest robotic creation. It is a two-seated vehicle shaped like an ant's head with limited artificial intelligence. Rover can speak and has a childlike curiosity about its world (Typical Reason). Its capabilities are:

- *Acid/Gas Attack:* Rover can emit acid sprays or Knock-Out gas attacks of Remarkable intensities to a range of two areas. Either attack covers one full area for effects.
- *Armor:* Rover and its passengers gain Excellent protection from physical and energy attacks.
- *Fire Control/Generation:* Rover can project flames of Excellent intensity up to two areas away. Rover is also equipped with fire extinguishing foam to snuff Excellent fires.
- *Flight:* Rover has an Amazing ground speed (eight areas/round) and flies with Excellent air speed (10 areas/round).
- *Gripping Claws:* Rover has retractable claw cables with Remarkable strength and fighting Ranks (Grappling or Blunt attacks; range of two areas).
- *Wall-Crawling:* Rover's treads allow it to move up vertical surface's at Remarkable speed (six areas or floors/round).

DRAGON MAN

Dragon Man

ID: Public

Team Affiliation: None; Former pawn of Diablo, Dr. Dorcas, and Machinesmith

F	A	S	E	R	I	P
GD	GD	AM	MN	FB	FB	PR
10	10	50	75	2	2	4
Health: 145			Karma: 8			
Resources: N/A			Popularity: 0			

KNOWN POWERS

Body Armor: Dragon Man's artificial scaled hide provides him with Incredible protection vs. physical and energy attacks.

Fire Generation: Dragon Man can exhale flames of Monstrous intensity, affecting any target within two areas.

Flight: Dragon Man's large wings (38-foot wingspan) provide him a Poor air speed (four areas/round).

Tail: The android's heavy tail can be swung and used as a blunt weapon, causing Incredible Blunt damage to any target behind the Dragon Man or below him while in flight.

LIMITATIONS: The Dragon Man android is highly susceptible to sonic attacks. Certain hypersonic frequencies cause the android to become paralyzed or to exhibit extreme mood swings from rage to docility. These hypersonics also make him extremely vulnerable to external control.

TALENTS: None. Dragon Man's operational intellectual capacities are equivalent to a domestic dog and he reacts only to simple feelings and instincts.

FALCON

Sam Wilson

ID: Public

Team Affiliation: Avengers; Former partner of Captain America

F	A	S	E	R	I	P
RM	RM	GD	RM	GD	GD	TY
30	30	10	30	10	10	6
Health: 100			Karma: 26			
Resources: TY			Popularity: 40			

KNOWN POWERS

Animal Communication and Control—

Birds: The Falcon shares an empathic link with his falcon, Redwing. This allows him Incredible rank power with Redwing, while it acts as an Excellent rank power with all other birds.

EQUIPMENT

Wing Harness: The Falcon wears a set of jet-powered glider-wings that allow Sam to fly at Excellent air speed (10 areas/round). For up to 10 rounds at a time, he can boost his air speed to Remarkable (15 areas/round), but this requires a green or better Endurance FEAT roll to maintain his breathing and proper arm tension. Falcon can easily carry up to 200 pounds while in flight, and can carry 400 pounds for a short time with a green or better Strength FEAT roll.

Pet, Redwing: Redwing is a unique hunting falcon empathically linked to Sam Wilson by the Cosmic Cube. The bird has these attributes:

F	A	S	E	R	I	P
GD	EX	PR	RM	FB	RM	EX
10	20	4	30	2	30	20
Health: 64			Karma: 52			

- Flight:** Redwing flies at Excellent air speeds (10 areas/round).
- Talons:** Redwing has foot talons that can inflict Poor Edged damage.

TALENTS: Acrobatics, Aerial Combat, Law, Martial Arts A and E, and Social Work.





FIREBIRD

Bonita Juarez

ID: Secret

Team Affiliation: Avengers; Former member of the Rangers

F	A	S	E	R	I	P
GD	GD	TY	RM	TY	EX	RM
10	10	6	30	6	20	30
Health: 56			Karma: 56			
Resources: TY			Popularity: 10			

KNOWN POWERS

Heat Generation and Manipulation:

Firebird can generate and manipulate heat (and resulting fires) with Amazing ability. Her known powers are:

- **Air Control:** By altering the immediate air temperatures, Firebird can create Remarkable strength wind within one area. By creating thermal updrafts and convection currents, she can move up to 10 tons of material as if she had Incredible strength Telekinesis.
- **Firebird Effect:** Firebird can fill three areas (including hers) with a flame blast of Amazing intensity shaped like a bird.
- **Flame Sheath (Body Armor):** Firebird surrounds herself with a sheath of Incredible heat that destroys items of up to incredible material strength. Anyone who touches Firebird suffers Incredible heat and flame damage.
- **Flight:** Firebird can fly at Excellent air speed (10 areas/round).
- **Heat Bolts:** Firebird can project bolts of Amazing intensity heat to a range of two areas. These bolts can cause force (heated air blast) or flame damage.
- **Heat Absorption and Storage:** Firebird can absorb and store up to Amazing amounts of heat energy.
- **Invulnerability:** Firebird has Class 1000 resistance to fire and heat. She is also immune to disease, poisons, and the vacuum of space.

TALENTS: Religion and Social Work.

GIANT MAN II

William "Bill" Foster

ID: Secret

Team Affiliation: Ally of the Thing, Quasar; Former Champion, partner of Dr. Pym, and employee of Tony Stark

F	A	S	E	R	I	P
GD	GD	GD	RM	EX	GD	AM
10	10	10	30	20	10	50
Health: 60			Karma: 80			
Resources: GD			Popularity: 10			

KNOWN POWERS

Psionic Resistance: Giant-Man has

Amazing resistance to mental attacks.

Size Alteration—Growth: Giant-Man

recently rediscovered the Pym growth particles and improved their effects on his cell structure. He has remained at his 22-foot-high stature for months in hopes of ridding his body of cancer. All the former detrimental effects of his Amazing rank size changes have been overcome. He has also boosted his Strength gain from its maximum of Incredible to Amazing at his maximum height.

TALENTS: Biochemistry and Medicine (Cancer).



GILGAMESH

Unrevealed; "Forgotten One," "Hero"
ID: Secret
Team Affiliation: Olympian Eternals,
Avengers; Former pawn of the Fourth
Host of the Celestials

F	A	S	E	R	I	P
MN	RM	UN	UN	EX	RM	RM
75	30	100	100	20	30	30

Health: 305 Karma: 80
Resources: RM Popularity: 20

KNOWN POWERS

Eternal Abilities: Gilgamesh has the standard abilities of Earth's Eternals, though he has focused much of his power into Strength. His powers are:

- *Cosmic Energy Manipulation:* Gilgamesh can manipulate cosmic energy with Amazing ability, projecting Amazing force beams from his eyes.
- *Flight:* Gilgamesh can fly at Shift X air speeds (50 areas/round).
- *Invulnerability:* Gilgamesh has Class 1000 resistance against Cold, Disease, Electricity, Energy, Heat, Radiation, and Toxin attacks. He also does not age. He can still be affected by Stun and Slam effects as well as Kill results. Kill results are only effective if they scatter Gilgamesh's atoms over more than six areas.
- *Illusion Generation:* Gilgamesh generates Remarkable rank illusions to disguise his own appearance.
- *Teleportation:* At Shift Z rank, he can teleport up to 400 areas away, but he must make a red Psyche and a red Endurance FEAT roll to do so without becoming paralyzed with pain for 1-10 rounds at his destination. No Karma can be spent on these rolls.
- *Uni-Mind:* Gilgamesh, like all Eternals, can join the Uni-Mind.

TALENTS: Martial Arts A, C, and E, Multilingual (Ancient/Dead Languages), and Wrestling.

GOLIATH III

Eric Josten
ID: Public
Team Affiliation: Masters of Evil IV;
Former henchman of Count Nefaria,
Mandarin, Red Skull, and former member
of the Lethal Legion I and II

F	A	S	E	R	I	P
EX	GD	IN/UN	MN	TY	PR	PR
20	10	40	75	6	4	4

Health: 145 Karma: 14
Resources: TY Popularity: -20

KNOWN POWERS

Body Armor: Goliath has Amazing resistance to physical and energy attacks.

Invulnerability: Goliath has Class 1000 resistance to Cold and Heat attacks.

Life Support: Goliath has this power at Class 1000 rank. He no longer needs food, water, or air to survive. Goliath has yet to learn of this, and he panics if his air passage is blocked. He will still pass out as if deprived of oxygen even though he has no need of it. He can exist in deep apace for short periods and no longer ages.

Size Alteration—Growth: Goliath has Shift Y Growth powers, gaining up to his maximum of Unearthly Strength at 30 feet. His maximum size is 50 feet but his Strength remains Unearthly. If rendered unconscious, Goliath remains at his increased height instead of reverting to normal size.

TALENTS: Unrevealed.





GRAVITON

Franklin "Frank" Hall

ID: Public

Team Affiliation: Fundamental Forces;

Former partner of the Blank

F	A	S	E	R	I	P
PR	TY	TY	RM	EX	GD	TY
4	6	6	30	20	10	6
Health: 46			Karma: 36			
Resources: RM			Popularity: -10			

KNOWN POWERS

Gravity Manipulation: Graviton's Shift Y control over gravity is limited to six effects at any given time, the average being four effects in one round. If he attempts more than four effects in one round, he must make a green or better power FEAT roll. Failure cancels all but the two most recent power effects. Graviton's power stunts are:

- *Force Bolts:* Unearthly intensity/range.
- *Force Field:* Unearthly physical protection and Amazing energy protection.
- *Gravity Increase:* Graviton can increase the weight of targets by Unearthly increments. Living targets must make green or better Endurance FEAT rolls against this power to move.
- *Gravity Reduction:* He can also reduce gravity's influence by Unearthly amounts. He can then lift objects as if his power rank were his Strength.
- *Levitation/Telekinesis:* If items are less than Unearthly weight, Graviton can cause such objects to levitate by reducing their gravity. He can levitate and move these items through the air with up to incredible control and speed (20 areas/round).

TALENTS: Physics.

GREY GARGOYLE

Paul Pierre Duval

ID: Public

Team Affiliation: Masters of Evil IV;

Former ally of AIM, former captain of the starship Bird of Prey

F	A	S	E	R	I	P
RM	EX	IN	IN	EX	GD	TY
30	20	40	40	20	10	6
Health: 130			Karma: 36			
Resources: GD			Popularity: -15			

KNOWN POWERS

Body Transformation—Self and Other

(Stone): Using his right hand, Duval can transform people or objects to Incredible material strength stone. The effect lasts for one hour and petrifies them for the duration. This power works through clothing, but touching someone in a battlesuit affects the suit only. The power is non-conductive, meaning that only the person or object touched turns to stone. The maximum amount of material affected at once is 10 cubic yards. The Grey Gargoyle has a glove that blocks his power when he doesn't want to use it.

By touching himself with his right hand, Duval transforms his entire body into a living statue. He retains his mobility in his stone form and gains the following powers:

- *Body Armor:* His Stone skin gives him Incredible protection against all physical and energy attacks.
- *Enhanced Abilities:* Duval's primary physical abilities are all Typical, giving him a Health of 24. Transformed, Duval's abilities are as listed above.
- *Life Support:* In stone form, Duval does not need air, food, or water.
- *Temperature Resistance:* The Grey Gargoyle has Incredible resistance to cold, fire, heat, and radiation.

TALENTS: Acrobatics, Chemistry, Martial Arts B and E.

GRIM REAPER

Hero Identity

ID: Public

Team Affiliation: Lethal Legion I and II;
Former member of HYDRA, Maggia, and
former partner of Space Phantom

F	A	S	E	R	I	P
GD	EX	RM	IN	TY	TY	TY
10	20	30	40	6	6	6

Health: 100 Karma: 38
Resources: FB Popularity: -15

KNOWN POWERS

Battle Scythe: The Incredible strength steel scythe inflicts Excellent Edged damage or Remarkable Blunt damage with the flat of the blade. The scythe can cut into any inanimate or living matter. Natural Body Armor (like Thor's) is reduced by two ranks but artificial Body Armor (like Iron Man's) protects with normal effectiveness.

- **Blaster:** Causes Remarkable Force damage with a range of five areas.
- **Knock-Out Gas:** Excellent intensity gas fills one area.
- **Rotor:** The scythe acts as a helicopter blade (fall from any height), and can whirl to provide Excellent protection against projectiles.
- **Stunner:** Monstrous Stun attack with one area range and permanent coma state, reversed only by the scythe.

Magic Use: The Grim Reaper has learned a number of magical spells and effects:

- **Teleportation (Self and Others):** The Grim Reaper can teleport himself or up to three others up to Incredible distances away.
- **Dimensional Rift:** Using his scythe, the Reaper can cut tears in dimensional walls, creating teleportation gateways of Monstrous rank and range.
- **Illusions:** This spell allows the Reaper to cast illusions (or set the magic to activate under certain conditions like a command word) of Excellent ability.

The illusions have visual and aural components.

Zombie Powers: Eric was reanimated as a zombie with the following powers:

- **Body Armor:** Excellent rank.
- **Health-Drain Touch:** The Reaper has Incredible rank Health Absorption from living targets by touching them with his scythe. He can absorb more than his normal Health limits and excess Health points absorbed are divided among his Health, Strength, and Endurance. Enhanced scores decrease by 10 points/hour until down to standard levels. The Reaper's Health decreases by 10 points/hour until normal, and he can maintain his normal Health level for 12 hours without absorbing any life-energy. After that, his Health drains at a rate of five points/hour until the Reaper absorbs enough life-energy to return his Health point total to normal.
- **Invulnerability:** Class 1000 resistance to disease, heat, cold, radiation, and toxins.

LIMITATIONS: The Grim Reaper must absorb the life force of at least one human (minimum of 24 Health) per day to maintain his undead existence. The Reaper cannot absorb Wonder Man's life force. If the Grim Reaper comes into contact with Wonder Man, there is an immediate life energy drain of Remarkable (30) intensity from the Reaper into Wonder Man.

TALENTS: Weapons Specialist (Scythe).





HAWKEYE

Clint Barton

ID: Secret

Team Affiliation: Avengers; Former leader of Great Lakes Avengers

F	A	S	E	R	I	P
GD	RM	GD	EX	TY	GD	TY
10	30	10	20	6	10	6
Health: 70				Karma: 22		
Resources: GD				Popularity: 45		

KNOWN POWERS

Enhanced Vision: Remarkable eyesight.

EQUIPMENT

Bow: This specialized bow allows Hawkeye to fire three arrows/round with a range of seven areas.

Harness: His tunic harness has special quick-release compartments for holding 36 additional arrowheads.

Hearing Aids: Hawkeye is 80 percent deaf because of prolonged exposure to hypersonics. He now wears specialized miniature hearing aids that allow him to hear normally. They can be boosted to provide Remarkable hearing within a range of two areas (for locating hidden mechanisms or other clues) as well as shutting them off to afford Remarkable protection against sonic attacks. This does not protect Hawkeye against any sonic force attacks, but it does prevent him from being hypnotized or stunned by sonic energy attacks.

Quiver: The quiver has a 36-shaft capacity. Each arrow is clamped to the base of the quiver, unlocked by a slight twist of the nock while drawing. Twelve of the shafts are standard target point arrows (Typical Shooting damage) and another six have three-bladed broadheads (Good Shooting damage). The remaining 18 have custom heads on them. The 12 target points can become "trick" arrows by adding a modular arrowhead from the harness (two seconds to add arrowhead).

"Trick" Arrowheads: Hawkeye's modular arrowheads all have a range of seven areas except where noted below. Each

of these arrowheads is on a shaft in Hawkeye's quiver and he has a spare stored in his tunic harness except for the Adamantium and Vibranium arrowheads. Hawkeye only has one of either of these special arrowheads on hand when expecting a fight against Ultron or another heavy-weight foe.

- **Acid:** MN, three-area range.
- **Adamantium:** EX Edged damage and pierces up to Unearthly materials, combined with Monstrous rank Electrical arrowhead.
- **Blunt:** Excellent Blunt attack.
- **Bola:** Remarkable entangling attack.
- **Boomerang:** Computerized returning head, can add to other arrowheads.
- **Cable:** Two-area long Incredible strength cable.
- **Electrical:** AM damage, five-area range.
- **Explosive:** Amazing Force damage.
- **Flare:** GD intensity light in 2-area radius, Amazing damage to sighted target.
- **Magnetic:** Incredible adherence to metal, can carry other arrowheads.
- **Net:** Incredible entangling attack.
- **Putty:** RM adhesion to rough surfaces, good for stopping exposed machinery.
- **Rocket:** Boosts range by one area. Can carry other arrowheads.
- **Smote:** EX Darkness in one area.
- **Sonic:** Excellent noise in one area, roll green or better Endurance FEAT or be stunned for 1-10 rounds.
- **Suction Cup:** RM Adhesion to smooth surfaces, can add to any arrowheads.
- **Tear Gas:** RM Tear Gas in one area.
- **Thermal:** Remarkable Heat damage.
- **Vibranium:** Must have supplement Magnetic, Putty, or Suction Cup arrowhead to stick to target. Can deaden Remarkable energy or force at target.
- **Vibration:** Excellent Force damage.

TALENTS: Archery, Arrowhead Design and Construction, Circus Lore, Leadership, Martial Arts A and E, Marksman, Weapons Specialist (Bow).

HELLCAT

Patricia "Patsy" Walker Hellstrom

ID: Public

Team Affiliation: Hellstrom and Hellstrom
Paranormal Investigations, Avengers;
Former member of Defenders

F	A	S	E	R	I	P
EX	EX	GD	EX	GD	GD	EX
20	20	10	20	10	10	20

Health: 70 Karma: 40
Resources: GD Popularity: 10

KNOWN POWERS

Magic and Psionic Detection: Patsy can detect any magical or psionic energy at Excellent rank (six-area range).

EQUIPMENT

Cat Costume: Hellcat wears a costume that was specifically designed to grant the following abilities:

- *Ability Enhancement:* By wearing the suit, Patsy's normal Agility, Strength, and Endurance are raised by + 2CS.
- *Cable Claw:* This self-firing, Remarkable strength cable with grappling hook has a one-area range. It can snare objects with a green or better Agility FEAT roll.
- *Claws:* Hellcat's boots and gloves have retractable Excellent strength metal claws that cause Excellent Edged damage.
- *Wall-Crawling:* Her boot and glove claws allow Hellcat to scale vertical surfaces at Feeble rank and speed.

TALENTS: Martial Arts B, D, and E, Occult Lore, and Resist Domination.

HERCULES

Herakles (Original Greek name)

ID: Public

Team Affiliation: Olympian Pantheon, Avengers, ally of Thor I and II; Former member of the Champions

F	A	S	E	R	I	P
UN	EX	UN	UN	GD	GD	RM
100	20	100	100	10	10	30

Health: 320 Karma: 50
Resources: TY Popularity: 70

KNOWN POWERS

Olympian God: As a member of the Olympian pantheon, Hercules has a number of godly abilities:

- *Body Armor:* Hercules' tough skin provides him with Excellent protection against physical and energy attacks.
- *Immortality:* Hercules is an immortal. He never ages and can only be killed on the Plane of Olympus.
- *Invulnerability:* Herc has Class 1000 resistance to any form of Earthly disease.
- *Recovery:* Herc has a hearty constitution, allowing him to regain any lost Endurance ranks quickly.

EQUIPMENT

Golden Mace: Hercules' Golden Mace was forged from Class 1000 material by Hephaestus, the Weapons Maker of Olympus. With this mace, Hercules can inflict Shift X Blunt damage.

TALENTS: Ancient Lore (Classical Greece, Olympian Pantheon), Multi-Lingual (English, Ancient and Modern Greek, Latin).





HULK

Dr. Robert Bruce Banner

ID: Public

Team Affiliation: Pantheon, Defenders, partner of Rick Jones; Former member of the Avengers, Berengetti Enterprises, the Hulkbusters, and former partner of Jim Wilson

F	A	S	E	R	I	P
IN	GD	UN	UN	RM	GD	RM
40	10	100	100	30	10	30
Health: 250				Karma: 70		
Resources: GD				Popularity: 10		

KNOWN POWERS

Adrenalin Surge: In times of stress or anger, the Hulk's Fighting and Strength scores as well as attack damage increase by +1 CS/round of stress until peaking at Shift Y.

Astral Detection: Because of some unknown factor, the Hulk has the Unearthly rank ability to see and hear astral forms.

Body Armor: The Hulk's emerald hide grants him Monstrous protection from physical damage and Amazing protection from energy damage.

Invulnerability: Bruce has Class 1000 immunities to cold, disease, fire, and heat.

Leaping: His powerful legs allow Bruce to leap to a maximum range of Class 5000 (50 areas/round).

TALENTS: Crime, Electronics, Physics, Radiation (Specialist—Gamma Rays).



HUMAN TORCH I

Human Torch; "Jim Hammond"

ID: Secret

Team Affiliation: Avengers; Former member of the All-Winners Squad, the Invaders, and former partner of Toro

F	A	S	E	R	I	P
EX	EX	EX	RM	TY	TY	EX
20	20	20	30	6	6	20
Health: 90				Karma: 32		
Resources: GD				Popularity: 30		

KNOWN POWERS

The Torch's flame powers are currently deactivated in the Marvel Universe, but not necessarily in the game universe. The following are his normal powers:

Android Body: The Torch is a synthezoid created in the 1940s. His artificial nature gives him:

- **Disease Resistance:** Unearthly rank.
- **Universal Donor:** His blood can be used to replace human blood.

Fire Control and Generation: The Human Torch generates Monstrous intensity flames and has Unearthly control over any flames' form and intensity. He also has these power stunts:

- **Body Armor:** MN protection vs. physical and energy attacks; Shift 0 vs. cold-, water-, or wind-based attacks.
- **Fireballs:** Monstrous damage, three-area range.
- **Flame Constructs:** AM intensity flame barriers and cages, three-area range.
- **Flight:** EX speed (10 areas/round).
- **Invulnerability:** Immune to Fire and Heat.
- **Nova Flame:** Burst of Shift Z intensity damage to all within a one-area radius, Shift X damage to all within five-area radius, powers at Feeble for 1-10 rounds.

LIMITATIONS: Cold-based, water-based, or wind-based attacks of Shift X or greater extinguish Torch's flames.

TALENTS: Law Enforcement and Trivia (1940s and 1950s).

IRON MAN I

Anthony "Tony" Stark

ID: Secret

Team Affiliation: Avengers, Stark Enterprises

F	A	S	E	R	I	P
TY	TY	TY	TY	IN	EX	TY
6	6	6	6	40	20	6
Health: 24				Karma: 66		
Resources: AM				Popularity: 15		

IRON MAN II

James "Rhodey" Rhodes

ID: Secret

Team Affiliation: Avengers, Stark Enterprises

F	A	S	E	R	I	P
GD	GD	TY	GD	GD	EX	TY
10	10	6	10	10	20	6
Health: 36				Karma: 36		
Resources: GD				Popularity: 10		

KNOWN POWERS

None. All of Iron Man's powers are based on his technological battle suit.

EQUIPMENT

Mark VIII Armor: This red and gold suit of armor is the most recent all-purpose Iron Man armor. Its powers are:

- *Ability enhancement:* All physical abilities are enhanced as follows:

	F	A	S	E
I:	IN	IN	MN	UN
II:	IN	IN	MN	UN

- *Anti-Theft Device:* Attempts to copy or dismantle the circuitry cause the armor to detonate in two rounds for Incredible damage to all in one area.
- *Body Armor:* The Remarkable strength material armor can be reinforced by the force field, granting Amazing physical and energy protection.
- *ECM:* The armor has Remarkable invisibility to radar and sonar.
- *Electro-Magnetic Pulse:* The EMP

shuts down all electrical devices (and all but Iron Man's life support and sensors) in one area for six minutes.

- *Energy Absorption:* Iron Man can absorb up to 300 points of energy for weapons systems, raising them to Monstrous for a round. He can absorb an incoming attack with a yellow or better FEAT roll on the Unearthly column.
- *Flight:* Iron Man flies at Excellent (10 areas/round) speed. He can fly at Shift X (50 areas/round) in clear flightpaths.
- *Force Field:* Iron Man can cancel all weapons and shunt all power to this system for Monstrous protection.
- *Magnetism:* He can magnetically control metal items (Incredible ability).
- *Plasma Bolts:* These energy pulses cause seven points of force damage per area they travel with a range of 15 areas (maximum of 100 points of damage).
- *Protected Senses:* The armor gives Remarkable protection against sound and light-based attacks. If blinded, the effect lasts for one round.
- *Repulsors:* Iron Man's primary weapons are his repulsors. Fired from his gauntlets, they do Amazing force damage to a range of 10 areas.
- *Sensors:* Iron Man has Incredible rank

radar/sonar/electronic systems to detect objects, radio waves, and other communication signals.

- *Unibeam:* The armor's chest beam (three-area range on all effects) can produce an Incredible Heat Beam, an Amazing Laser, a Remarkable Light Beam, a Remarkable strength Tractor Beam (Telekinesis), and can make Good holographic illusions of Iron Man.

LIMITATIONS: Tony Stark was an alcoholic but was not drinking the past few years. Tony's nervous system is totally destroyed because of a cybernetic implant and, as a result, he now needs a special artificial skin that cybernetically performs as his nervous system. He is in cryogenic deep freeze until his condition is repairable, and Rhodey is acting as Iron Man.

TALENTS

Iron Man I: Bionics, Business, Cybernetics, Electronics, Engineering, and Weapons Design.

Iron Man II: Martial Arts B and D, Military, and Pilot Aircraft (Combat and Normal).





JOCASTA

Jocasta
ID: Public
Team Affiliation: Avengers

F	A	S	E	R	I	P
GD	EX	IN	UN	GD	PR	GD
10	20	40	100	10	4	10

Health: 170
Resources: FB
Karma: 24
Popularity: 20

KNOWN POWERS

Robot Body: Jocasta is an artificial robot lifeform created by Ultron and imprinted with the brain patterns and personality of the Wasp. Her robot body has these powers:

- **Body Armor:** She is constructed of Amazing strength metal alloys, giving her Amazing protection vs. physical and energy attacks.
- **Detection:** Jocasta has Energy and Mutant Detection of Amazing rank (20-araa range).
- **Enhanced Senses:** She has Remarkable rank hearing and vision.
- **Invulnerability:** Jocasta is totally immune to disease and toxins.
- **Optic Beams:** Jocasta can emit Monstrous intensity heat beams from her eyes (five-area range).
- **Resistances:** Her metal skin allows her Incredible resistance to cold, fire, heat, and radiation damage.

TALENTS: Unrevealed.

Note: Jocasta is currently destroyed, her last known location on the flagship of the High Evolutionary during the Evolutionary Wars. Though her current status remains the same in the comics until the next century (she is rebuilt in the future), it is certainly possible for heroes to retrieve her robotic remains and reactivate her for current game campaigns.

JONES, RICHARD "RICK"

Richard J. "Rick" Jones
ID: Public
Team Affiliation: Pantheon, ally of the Hulk; Honorary member of the Avengers, former leader of the Teen Brigade, former partner of Captain America and Captain Mar-Vell, and former ally of Rom the Spaceknight

F	A	S	E	R	I	P
GD	GD	TY	GD	TY	GD	TY
10	10	6	10	6	10	6

Health: 36
Resources: TY
Karma: 22
Popularity: 10

KNOWN POWERS

Rick currently possesses no active superhuman powers, though his penchant for being in the thick of any action or trouble still operates with Unearthly ability. He is also psychically linked to the Leader, though he himself is unaware of this link.

TALENTS: Martial Arts A, B, and E, Performer (Sing, Guitar, Harmonica), and Resist Domination.

KANG

Real Name Unknown
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
GD	GD	RM	IN	AM	RM	IN
10	10	30	40	50	30	40
Health: 90			Karma: 120			
Resources: MN			Popularity: -30			

KNOWN POWERS

None. All of Kang's powers are derived from his equipment.

EQUIPMENT

Armor: Kang the Conqueror has always been identified by his distinctive purple and green armored garb. Made of Remarkable materials and interwoven with microcircuitry, the suit provides the following abilities:

- **Body Armor:** Kang's armor provides him with Remarkable rank protection from physical and energy attacks.
- **Force Field:** Kang can generate a force field of Unearthly rank that protects against all attacks except psionic or magical attacks.
- **Gaunter Blasters:** Kang's gauntlets can shoot force or energy beams of Unearthly rank and range.
- **Life Support:** Kang's life support systems grant Monstrous protection against corrosives, disease, and toxins. It also allows Kang to go without food or sleep while wearing the armor.

Growing Man Android: Kang's most formidable supplementary weapons are his Growing Man androids. Their programming allows them limited autonomy to pursue their pre-set goals. Their statistics are:

F	A	S	E	R	I	P
EX	EX	RM	RM	TY	PR	PR
20	20	30	30	6	4	4
Health: 100			Karma: 14			

The Growing Man androids have one Power system that makes them very effective against most foes:

- **Kinetic Absorption:** The androids absorb kinetic force and convert it to size and strength. When a Growing Man is hit with a force greater than his Strength or Endurance, the respective statistics raise to the rank of the force encountered. The size of the Growing Man also increases to the equivalent rank of the force attack (see Growth powers). If the Thing hits a Growing Man for Amazing blunt damage, the android's Strength and Endurance are now Amazing and he is 22 feet tall (Amazing rank Growth).

The Growing Man suffers no damage from absorbed attacks or from physical attacks of less than his current Endurance rank. The Growing Man cannot be stunned, though he can still be slammed by attacks, including those he absorbs. His maximum limit is Monstrous rank Growth, Strength, and Endurance.

Sidearms: Kang generally carries 1-5 concealed weapons on his person in the event that his armor is disabled. The weapons generally are sidearm energy or force blasters of Unearthly rank and range.

Time Circuitry: Kang has time-control circuitry in his armor and also in a concealed portable unit. These allow Kang to use his time ship's equipment and capabilities at Unearthly distances (60 areas), letting him teleport through time and create localized time warps.

Time Ship: This 11-ton ship can travel through time and interplanetary space. Its statistics are:

Body	Control	Speed
Amazing	Amazing	Class 1000

TALENTS: Engineering, Repair/Tinkering, and Trivia (Future).





Team Affiliation: None; Former member of Masters of Evil II

F	A	S	E	R	I	P
GD	EX	RM	MN	EX	GD	TY
10	20	30	75	20	10	6
Health: 135				Karma: 36		
Resources: TY				Popularity: -5		

Klaw's body is composed of sonic energy. If his Health falls to 0, his form is absorbed into his sonic converter. He has these powers:

- Sonic Converter:** Klaw's right hand is replaced with an Incredible material strength prosthetic device that manipulates sound. If the converter is destroyed, Klaw must make a green or better Psycho FEAT roll or fall unconscious. The converter has these effects:

- *Sonic Force Field:* Klaw can project an Incredible strength force field that covers up to one area.
- *Sonic Objects and Creatures:* Klaw can create solid objects of Remarkable material strength and mobile sonic creatures that he can control (range of six areas). They take damage normally and all have these statistics:

TALENTS: All scientific talents (Gamma Radiation Specialist).

LIVING LASER

Arthur Parks

ID: Public

Team Affiliation: None; Former member of Batroc's Brigade, the Lethal Legion, and the Mandarin's Minions

F	A	S	E	R	I	P
GD	GD	N/A	EX	PR	TY	TY
10	10	0	20	4	6	6
Health: 40			Karma: 14			
Resources: N/A			Popularity: -10			

KNOWN POWERS

Body Transformation—Self (Light): The

Living Laser's physical body is now permanently destroyed and his mind resides in a laser-energy form with the following powers:

- *Flight:* The Living Laser flies at Class 3000 air speed (speed of light).
- *Illusion:* The Laser's Feeble illusion allows him to maintain the appearance of his human form but not its solidity.
- *Laser Beam:* He can fire Monstrous intensity laser beams to a maximum range of 40 areas. This energy attack damage is also released upon contact with the Laser's energy form.
- *Light:* The Living Laser can generate Monstrous intensity light. Yellow or better Endurance FEAT rolls are needed to avoid being blinded for 1-10 rounds.

TALENTS: Electronics, Laser Technology, and Repair/Tinkering.

LIVING LIGHTNING

Miguel Santos

ID: Public

Team Affiliation: Avengers

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	TY	TY
10	10	6	20	10	6	6
Health: 46			Karma: 22			
Resources: EX			Popularity: 10			

KNOWN POWERS

Body Transformation—Self (Electricity):

Miguel Santos' physical body was changed and his body's natural state is now a human-like body of sentient plasma energy. The body allows the following abilities

- *Electrical Generation:* Santos can fire bolts of electricity which can inflict up to Unearthly damage.
- *Flight:* While in his energy form, Santos can fly at Shift X speeds (50 areas/round or 750 mph).
- *Invulnerability:* While in his energy form, Santos cannot be harmed by physical or most energy attacks. He may be harmed by magic-based, psionic-based, and plasma-based attacks.

EQUIPMENT

Stasis Suit: Santos wears a special suit designed by Doctor Demonius and modified by Doctor Pym. Pods located on the hips of this suit emit a stasis field that allow Miguel to revert back to his physical body from his now natural energy state. By turning off these pods, he can assume the plasma energy form of Living Lightning.

TALENTS: Unrevealed.





LOKI

Loki Laufeyson

ID: Public

Team Affiliation: Asgardian Pantheon;
Sometime ally of Dormammu, the
Enchantress, the Executioner, and Karnilla
the Norn Queen

F	A	S	E	R	I	P
RM	EX	AM	AM	EX	EX	MN
30	20	50	50	20	20	75
Health: 150				Karma: 115		
Resources: RM				Popularity: -25		

KNOWN POWERS

Body Armor: Loki has Excellent protection from physical and energy attacks.

Magical Abilities: Loki's mastery of magic is at Monstrous level unless otherwise stated among his powers below:

- *Ability Enhancement—Other:* Loki can magically grant power to mortals. White FEAT roll = two abilities +2CS; green FEAT roll = three abilities +3CS and one Power; yellow FEAT roll = three abilities +3CS and two Powers; and red FEAT roll = four abilities +3CS and three Powers.
- *Animate Object:* Unearthly power.
- *Eldritch Bolts:* Monstrous energy or force (10-area range).
- *Eldritch Shield:* Monstrous shield vs. physical, energy, and magic attacks.

Mental Abilities: Loki has a number of non-magical abilities:

- *Enhanced Senses:* Loki can see the happenings he wishes in distant places and other dimensions.
- *Image Projection:* Loki can project an image of himself with Monstrous ability (see Astral Projection power).
- *Thought Casting:* Loki can communicate telepathically with Class 1000 ability across dimensions.

TALENTS: Mythology (Asgard) and Occult Lore.

For more details, see MU2.

MACHINE MAN

X-51; "Aaron Stack"

ID: Secret

Team Affiliation: Avengers; Former minion of the Ultimate Adaptoid

F	A	S	E	R	I	P
EX	EX	RM	UN	RM	IN	RM
20	20	30	100	30	40	30
Health: 170				Karma: 100		
Resources: TY				Popularity: 20		

KNOWN POWERS

Robot Body: Machine Man is a highly advanced robot created as a "self motivated mobile weapons system." It is a walking tank that can think His abilities are:

- *Body Armor:* Machine Man is constructed of Remarkable strength materials, granting him Remarkable physical and energy protection.
- *Electrical Generation:* He can channel Incredible energy through his circuits and release it by touch. He must make a green or better Endurance FEAT roll to avoid malfunctioning (Stun) for 1-10 rounds.
- *Elongation:* Machine Man can stretch his arms and legs a maximum of three areas (Remarkable rank). Stretching beyond one area reduces his strength by one rank per area (Good strength in his arms at full extension).
- *Flight:* Machine Man can hover or fly at Feeble speed (two areas/round).
- *Invulnerability:* Machine Man is immune to poisons and toxins, and can survive in a vacuum.
- *Life Support:* Machine Man does not need to breathe, drink, eat, or sleep.
- *Temperature Manipulation:* He can radiate Remarkable heat or cold with a radius of three areas.
- *Weapon Hands:* Machine Man's fingers can be two .357 Magnum pistols (Good Shooting, one area), or a laser (Remarkable Energy, one area).

TALENTS: Unrevealed.

MANTIS

Unknown

ID: Secret

Team Affiliation: Avengers; Former ally of the Silver Surfer, former pupil of the Priests of Pama

F	A	S	E	R	I	P
IN	IN	TY	RM	GD	RM	AM
40	40	6	30	10	30	50

Health: 116 Karma: 30
Resources: TY Popularity: 20

KNOWN POWERS

Empathy: Mantis can sense emotions with Amazing ability (20-area range).

Recovery: Mantis has complete control over her body processes, allowing her to heal herself at Amazing rank.

Resistances: Mantis has an Incredible rank resistance to disease and toxins.

Plant Abilities (Former): Mantis, in her role as the Celestial Madonna, formed a union with the Cotati, an ancient race of plants. With this union, she gained a number of plant-like abilities, though it is unknown whether Mantis retains these powers now that she has been returned to her original body. Her plant-simulacrum bodies had these abilities:

- **Danger Sense:** Monstrous rank and range if in the presence of plants.
- **Healing:** Monstrous rank by touch.
- **Life Support:** Shift Y protection in a vacuum or in hostile environments. But she did need food, water, and sleep.
- **Plant Communication:** Telepathic contact with any and all plant-based life at Monstrous rank and range.
- **Teleportation:** Mantis could teleport from one plant to another with Class 5000 abilities, moving across interstellar distances by transmitting her awareness into a new plant-simulacrum body.

TALENTS: Mantis has Martial Arts A, B, D, and E, and Resist Domination.

MASTER PANDEMONIUM

Martin Preston

ID: Secret

Team Affiliation: None

F	A	S	E	R	I	P
GD	GD	RM	EX	TY	GD	RM
10	10	30	20	6	10	30

Health: 70 Karma: 46
Resources: RM Popularity: 0

KNOWN POWERS

Demon Horde: Master Pandemonium can summon 1-10 demons per round through the cavity in his chest

Demonic Limbs: Master Pandemonium can shed his limbs at will, transforming each into a demon.

Invulnerability: He is immune (Class 1000 resistance) to the effects of fire.

Magical Ability: Master Pandemonium casts two spells at Monstrous level:

- **Eldritch Bolt:** He can project Monstrous force bolts (40-area range).
- **Eldritch Flames:** He exhales flames of Monstrous intensity that affect those immune to normal fire (three-area range).

EQUIPMENT

Amulet of Azmodeus: This magical device grants the wearer the following:

- **Familiar:** Azmodeus has the standard powers of a demon servant as well as Amazing Magic Detection and Excellent Growth powers.
- **Teleportation:** Amazing range and rank for the wearer and his familiar.
- **Demon Servants:** Master Pandemonium controls demons with Unearthly ability. His servants all share these abilities:

F	A	S	E	R	I	P
RM	GD	RM	GD	TY	GD	TY

Health: 80

- **Body Armor:** Good vs. physical/energy.
- **Claws:** Excellent Edged damage.
- **Flight:** Excellent speed.

TALENTS: Acting, Business/Finance, and Occult Lore.





MOCKINGBIRD

Barbara "Bobbi" Morse Barton

ID: Secret

Team Affiliation: Avengers; Former agent of S.H.I.E.L.D., trainer/leader of Great Lakes Avengers

F	A	S	E	R	I	P
EX	EX	TY	GD	EX	TY	TY
20	20	6	10	20	6	6
Health: 56				Karma: 32		
Resources: TY				Popularity: 50		

KNOWN POWERS

None. All of Mockingbird's power comes from her skills and equipment.

EQUIPMENT

Battle Staves: Mockingbird wields a pair of Remarkable material battle staves that cause Excellent hand-to-hand Blunt damage. The staves also have the following combat options:

- **Javelins:** Fitted together and thrown as a javelin, they cause Remarkable Blunt damage to any target (four-area range).
- **Projectiles:** Mockingbird has spring-loaded holsters for the staves on her forearms. She can release the staves directly from the holsters and cause them to fly up to three areas away for Excellent Blunt damage. She can catch the staves on the rebound with a green or better Agility FEAT roll.
- **Vaulting Pole:** Joined together and elongated, Bobbi has an eight-foot-long vaulting pole.

Body Armor: Mockingbird's costume provides her with Remarkable protection from physical attack and Excellent protection from fire.

TALENTS: Acrobatics, Biology, Detective, Espionage, Law Enforcement, Weapons Expert (+1CS Fighting with battle staves).

MODAM

Unknown; "Maria Pym," "SODAM"

ID: Secret

Team Affiliation: Agent of AIM; Former ally of Superia

F	A	S	E	R	I	P
PR	RM	RM	IN	IN	EX	IN
4	30	30	40	40	20	40
Health: 104				Karma: 100		
Resources: IN				Popularity: 0		

KNOWN POWERS

Force Field: Modam can generate an Incredible rank personal force field.

Mind Control: Modam has Good rank mind control powers.

Multi-tasking: Modam can use two abilities or powers at once.

Synaptic Disrupter: This Incredible psi-force attack will knock someone out for 1-10 rounds unless a green or better Psyche FEAT is rolled. Force fields and psi-screens help against this attack.

Telepathy: Modam's Excellent telepathy can mentally link with Excellent or lower Psyche minds (60-area range).

EQUIPMENT

Hover Chair: Modam's hover-chair supports her massive cranium and provides the following powers:

- | | | |
|----------------|--------------|-------------|
| Control | Speed | Body |
| EX | RM | RM |
- **Flight:** Modam can fly at Remarkable air speed (15 areas/round).
 - **Headband:** This device helps Modam focus her psionic energy. If it is damaged, all of Modam's mental powers are reduced by -2CS.
 - **Plasma Cannon:** This fires Incredible energy damage (11-area range).
 - **Telescopic Arms:** Modam has Amazing material arms that can stretch an area away (Excellent Blunt damage and grappling strength).

TALENTS: Unrevealed.

MOONKNIGHT

Marc Specter

ID: Public

Team Affiliation: Avengers

F	A	S	E	R	I	P
RM	EX	GD	EX	GD	EX	RM
30	20	10	20	10	20	30
Health: 80			Karma: 60			
Resources: RM			Popularity: 6			

KNOWN POWERS

None. All of Moon Knight's power comes from his equipment.

EQUIPMENT

Moon Knight Armored Battle-Suit: Moon Knight wears an armored battle-suit of Excellent material strength. It contains the following abilities:

- *Body Armor:* Excellent physical protection and energy protection, and Remarkable fire/heat resistance.
- *Crescent Darts (Silver, Adamantium, explosive):* Can be fired from his gauntlets with a Good range, and they cause Good (silver) or Excellent (Adamantium) Edged damage or Remarkable force damage (explosive).
- *Gliding Cloak:* Poor air speed.
- *Magnetic grapple in gauntlets:* Allows immediate retrieval of truncheon or darts within one area.
- *Remote Control:* Remarkable mental or preprogrammed control over his vehicles up to a range of 40 areas.
- *Truncheon (Adamantium):* Class 1000 material truncheon (Remarkable Blunt damage) can expand into an eight-foot pole. The truncheon's center telescopes outward for expansion and can inflict Excellent Blunt damage.
- *White Noise Generator:* Earpieces that provide Remarkable rank protection against sonic attacks.

TALENTS: Art, Business/Finance, Driver, Handguns, Military, Weapons Specialist (Crescent darts).

MOONSTONE

Dr. Karla Sofen

ID: Public

Team Affiliation: Masters of Evil III and IV

F	A	S	E	R	I	P
GD	EX	IN	RM	GD	GD	EX
10	20	40	30	10	10	20
Health: 100			Karma: 40			
Resources: GD			Popularity: -15			

KNOWN POWERS

Flight: Moonstone can fly at Poor air speeds (four areas/round)

Light Control: Moonstone's major power is her Amazing control over light in any portion of the spectrum, including infrared and ultraviolet. She has developed the following power stunts:

- *Blinding Flash:* This Amazing intensity light burst acts as a blinding attack against everyone in Moonstone's area except herself. This can blind/stun opponents of up to Unearthly Endurance for 1-10 rounds.

- *Laser:* This Amazing energy attack can hit targets up to 20 areas away.

Phasing: Moonstone can phase herself and her costume with Amazing ability. She can remain phased as long as she can hold her breath, though her power does not disrupt electrical circuits.

TALENTS: Medicine and Psychiatry.





NITRO
Robert Hunter
ID: Public
Team Affiliation: None; Former member of the Lunatic Legion

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	TY	TY
10	10	6	20	10	6	6
Health: 46			Karma: 22			
Resources: GD			Popularity: -10			

KNOWN POWERS
Explosive Body: Nitro can agitate his own molecular structure and cause it to explode with Amazing force. Everything within Nitro's area receives Amazing force damage and every target in adjacent areas suffers Remarkable force damage. He is reduced to a gaseous state after exploding and he can reform his body in two rounds. Any and all parts of his body can explode and, if he limits his explosive power to his fists, he can deliver Remarkable force punches that can Slam or Stun foes with up to Monstrous Endurance.

LIMITATIONS: If any part of Nitro's gaseous form is separated from the rest of him, he cannot reconstitute his corporeal form.

TALENTS: Engineering (Electrical) and Radio.

ORKA
Orka
ID: Public
Team Affiliation: Minion of Attuma; Former minion of Warlord Krang, former agent of the Brand Corporation

F	A	S	E	R	I	P
EX	GD	MN	AM	PR	TY	FB
20	10	75	50	4	6	2
Health: 155			Karma: 12			
Resources: GD			Popularity: -20			

KNOWN POWERS
Air and Water Breathing: Orka has a dorsal nostril ("btow-hole") that allows him to breathe indefinitely on land and he also has gills to breathe underwater. Extended periods of time on land diminish his strength (Amazing Strength after two hours, Incredible Strength after four hours or more).
Body Armor: Orka's blubber grants him Incredible physical protection and Remarkable energy protection.
Swimming: Orka can swim at Remarkable speed underwater (six areas/round).
Temperature Resistance: Orka has Excellent resistance to heat and cold attacks.

TALENTS: Military (Atlantean).

QUASAR

Wendell Elvis Vaughn

ID: Secret

Team Affiliation: Avengers; Former agent of S.H.I.E.L.D., security chief at Project: PEGASUS; current Protector of the Universe

F	A	S	E	R	I	P
EX	EX	GD	GD	GD	RM	MN
20	20	10	10	10	30	75

Health: 60 Karma: 115
Resources: GD Popularity: 20

KNOWN POWERS

None. All of Quasar's power emanates from his Quantum Bands.

EQUIPMENT

Quantum Bands: Quasar wields a pair of Quantum bands made of Unearthly material. These bands tap energy with Class 1000 ability. Quasar can use them to achieve the following powers:

- *Electromagnetic Energy Generation and Manipulation:* Any energy control and generation powers at Unearthly rank.
- *Energy Identification/Tracking:* Monstrous rank identification and Class 1000 tracking of energy patterns.
- *Energy Siphon:* Monstrous absorption of energy.
- *Flight:* Shift Y maximum, standard Speed of Remarkable in atmospheres.
- *Force Blast:* Monstrous intensity.
- *Force Field:* Monstrous rank energy sheath for up to one whole area.
- *Life Support:* Monstrous rank.
- *Light Burst:* Monstrous intensity blinding attack.
- *Quantum Constructs:* Monstrous strength solid light constructs.
- *Quantum Jump:* Class 1000 ability to open gales to Quantum Zone. Acts as Class 5000 Teleportation.

TALENTS: Espionage, Law Enforcement, Martial Arts A and B, and Weapons Specialist (Quantum Bands).

QUICKSAND

Unrevealed

ID: Secret

Team Affiliation: Ally of the Mongoose

F	A	S	E	R	I	P
RM	IN	UN	MN	GD	GD	TY
30	40	100	75	10	10	6

Health: 245 Karma: 26
Resources: PR Popularity: -5

KNOWN POWERS

Mineral Body: Quicksand's body is made entirely of sand that she manipulates with Amazing ability to gain the following powers:

- *Body Armor:* Amazing physical and Incredible energy protection.
- *Elongation:* Quicksand can stretch her body parts up to two areas away.
- *Phasing:* By reducing her solidity, Quicksand can flow through minuscule openings with Incredible ability.
- *Sand Blast:* Amazing intensity force sand blast with a three-area range.
- *Sand Sculpture:* Quicksand can sculpt her sand form into a wide variety of forms, all of which have Amazing material strength and such shapes as sand hammers or cages.
- *Sand Storm:* Remarkable damage to all targets in a two-area radius.
- *Suffocation:* Remarkable damage each round to air-breathing creatures by smothering them with sand. Victims must make a green or better Strength FEAT roll against Quicksand's Strength to break free.

LIMITATIONS: Heat and flame attacks can fuse Quicksand's body into glass. Water-based powers or water-based creatures are absorbed into her form and transform her into a mindless sludge-form with identical powers and statistics (except Reason and Intuition).

TALENTS: Nuclear Engineering.





RADIOACTIVE MAN

Dr. Chen Lu

ID: Secret

Team Affiliation: None; Former member of the Masters of Evil I, II, and III, former member of the Titanic Three

F	A	S	E	R	I	P
GD	GD	RM	EX	EX	TY	TY
10	10	30	20	20	6	6
Health: 70			Karma: 32			
Resources: GD			Popularity: -10			

KNOWN POWERS

Radiation Manipulation: The Radioactive Man's body is a living nuclear reactor, constantly emitting Feeble radiation. When garbed in his special harness, he can tap the following powers:

- *Blinding Flash:* He can generate an Amazing intensity light-burst to blind opponents in one area (green or better Endurance FEAT roll or blinded for 1-10 rounds).
- *Energy Absorption:* Radioactive Man can absorb Amazing amounts of radiation and radioactive energy per round. He does not gain any bonuses.
- *Force Field:* He has Monstrous protection vs. physical and energy attacks. With a green or better Amazing FEAT roll, he can redirect projectiles at a target of his choice (damage -1CS).
- *Hypnosis:* He can hypnotize targets (one-area range) with Remarkable ability.
- *Invulnerability:* Chen Lu has Class 1000 resistance to radiation.
- *Radiation Blasts:* Radioactive Man can project Amazing radiation energy blasts to a range of 20 areas.

EQUIPMENT

Radiation Harness: This Remarkable harness allows Chen Lu to control his radiation powers and absorbs the constant Feeble radiation he emits.

TALENTS: Physics (Specialist + Nuclear) and Radiation.

RAGE

Elvin Daryl Holiday

ID: Secret

Team Affiliation: New Warriors; Former member of the Avengers

F	A	S	E	R	I	P
RM	GD	MN	MN	GD	GD	GD
30	10	75	75	10	10	10
Health: 190			Karma: 30			
Resources: FB			Popularity: 10			

KNOWN POWERS

Body Armor: Rage's skin provides him with Incredible protection vs. physical attacks and Remarkable protection vs. energy attacks.

Lightning Speed: Rage can run at Remarkable speed (six areas/round).

TALENTS: Unrevealed.

RAMPAGE

Stewart Clarke

ID: Public

Team Affiliation: Resource Raiders;
Former ally of Crimson Dynamo and the Griffin

F	A	S	E	R	I	P
GD	EX	IN	AM	EX	TY	TY
10	20	40	50	20	6	6
Health: 120			Karma: 32			
Resources: FB			Popularity: -5			

KNOWN POWERS

Rampage Armor: The Rampage armor is made of Remarkable strength materials and its exoskeletal support structure is made of Incredible strength metals. With the cybernetic helmet attached to the suit, the wearer has these powers:

- *Body Armor:* With a low level energy field protecting the wearer as well as the metallic weave of the suit, the Rampage armor grants Amazing physical and energy protection.
- *Exoskeleton:* Clarke's Strength and Endurance are boosted +4CS and +8CS respectively by the exoskeleton on the Rampage armor.
- *Flight:* The Rampage armor has boot jets that allow Good airspeed (eight areas/round). At least one suit of Rampage armor had a back-mounted jet pack that boosted its airspeed to Remarkable (10 areas/round), though the jet pack has been destroyed.

TALENTS: Crime, Electronics, Engineering, and Repair/Tinkering.



RED WOLF II

Will Talltrees

ID: Secret

Team Affiliation: Ally of the Avengers;
Former member of the Rangers

F	A	S	E	R	I	P
RM	IN	RM	IN	GD	MN	RM
30	40	30	40	10	75	30
Health: 140			Karma: 115			
Resources: TY			Popularity: 5			

KNOWN POWERS

Enhanced Senses: Red Wolf's sight, hearing, and sense of smell all operate at Monstrous rank.

Tracking: Red Wolf can track targets by his sense of smell and various minute visual cues with Monstrous rank.

EQUIPMENT

Weapons: Red Wolf carries a variety of weapons, but is never found with less than two. All are of Remarkable material strength except as noted:

- *Bow/Arrows:* Red Wolf uses a regular bow and arrows that cause 10 points of Edged damage (range of four areas).
- *Coup Stick:* This staff can be used as a bludgeon or a javelin for 10 points of Blunt damage (four-area range).
- *Knife:* This Excellent strength blade causes 20 points of Edged damage in hand-to-hand combat. If thrown, the knife inflicts 10 points of Edged damage with a range of four areas.
- *Spear:* Red Wolf's spear is made of Excellent strength wood and steel. He can throw it up to four areas away to cause 10 points of Edged damage.
- *Tomahawk:* Red Wolf's flint-edged tomahawk causes 10 points of Edged damage and 16 points of Blunt damage. This weapon can be thrown four areas.

TALENTS: Acrobatics, Military, Thrown Weapons, and Tracking.





SANDMAN

William Baker

ID: Public

Team Affiliation: Employee of Silver Sable International, ally of the Thing; Former probationary member of the Avengers, and former member of the Sinister Six and the Frightful Four

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	EX	RM
10	10	6	20	10	20	30
Health: 175			Karma: 46			
Resources: GD			Popularity: 5			

KNOWN POWERS

Mineral Body: Sandman can transform his body into various sand-forms. He manipulates his form with Amazing ability to gain the following powers:

- **Body Armor:** Sandman has Amazing physical and Incredible energy protection.
- **Elongation:** Sandman can stretch any part of his body up to two areas away.
- **Regeneration:** Because of his unusual composition, Sandman regenerates lost Health at Excellent rank if allowed to rest for at least one hour.
- **Phasing:** Sandman can flow through small openings with Remarkable ease.
- **Sand Blast:** His Incredible intensity force sand blast has a three-area range.
- **Sand Forms:** Sandman can alter his limbs to form objects. His standard forms tend to be cages (Incredible material strength), elongated hands (Incredible Grappling attack), and hammers (Amazing Blunt damage).

LIMITATIONS: Heat and flame attacks can fuse Sandman's body into glass. Water-based powers or creatures are absorbed into his form and transform him into a mindless sludge-form with identical powers.

TALENTS: Crime, Espionage, and Martial Arts E.

SCARLET WITCH

Wanda Maximoff

ID: Public

Team Affiliation: Avengers; Former member of the Brotherhood of Evil Mutants I

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	EX	RM
10	10	6	20	10	20	30
Health: 46			Karma: 60			
Resources: TY			Popularity: 20			

KNOWN POWERS

Magic Use: Wanda can manipulate magic with Incredible ability. Her known spell/abilities are:

- **Eldritch Bolts:** Wanda can generate magical force or energy bolts of Remarkable rank (eight-area range).
- **Eldritch Shield:** She can also form magical shields that provide Incredible protection from physical or energy attacks (including magic).
- **Telekinesis:** She can manipulate magical forces to allow her a Good rank telekinetic power.

Probability Manipulation: Wanda's primary power is her Amazing rank ability to alter probability. With this power, the Scarlet Witch can alter the probabilities so improbable (not impossible) events do occur. The Witch's player does not know what will occur. The Judge makes that decision after seeing the strength of the FEAT roll. White results create situations bad for both heroes and villains, whereas red results are highly beneficial to the heroes and not the villains. Green results generally do not stop foes, but have small effects such as a -1 or -2CS to their attacks. Each use of this power is highly individual. Karma can be added to the roll when using this power.

TALENTS: Mystic Background and Occult Lore.

SERSI

ID: Public

Team Affiliation: Avengers, Olympian Eternals

F	A	S	E	R	I	P
GD	RM	AM	AM	EX	RM	IN
10	30	50	50	20	30	40
Health: 140				Karma: 90		
Resources: RM				Popularity: 25		

KNOWN POWERS

Eternal Abilities: Sersi has the standard abilities of Earth's Eternals, though she focused the majority of her power into Transmutational abilities and passed it off as illusion or magic over the centuries. Her powers are:

- *Cosmic Energy Manipulation:* Sersi can manipulate cosmic energy with Amazing ability, projecting Amazing beams of force, heat, or light from her eyes.
- *Flight:* Sersi can fly at Shift X air speeds (50 areas/round).
- *Illusion Generation:* Sersi generates Unearthly rank illusions that affect all five human senses.
- *Invulnerability:* Sersi has Class 1000 resistance against cold, disease, electricity, energy, heat, radiation, and toxin attacks. She does not age. She can still be affected by Stun and Slam effects as well as Kill results. Kill results are only effective if they scatter Sersi's atoms over more than six areas.
- *Levitation:* Sersi can levitate herself and others with Shift X ability.
- *Matter Transmutation:* Sersi has the Unearthly ability to alter molecular structures, allowing her near-unlimited power in altering all forms of matter.
- *Mind Control:* Sersi can control the minds of Eternals, humans, and Deviants with Excellent ability (green or better Psyche FEAT roll against Excellent rank to resist).

- *Telekinesis:* Sersi can telekinetically manipulate objects with Incredible strength and generate a Force Field of Excellent rank.
- *Telepathy:* Sersi can communicate telepathically with Excellent ability, though she cannot mentally read the mind of any Deviant.
- *Teleportation:* At Shift Z rank, she can teleport up to 400 areas away, but she must make a red Psyche roll and a red Endurance FEAT roll to do so without becoming paralyzed with pain for 1-10 rounds at her destination. No Karma can be spent on these rolls.
- *Uni-Mind:* Sersi, like all Eternals, can join the Uni-Mind.

TALENTS: Martial Arts A, C, and E, Multilingual (Ancient/Dead Languages), and Wrestling.

SHE-HULK

Jennifer Walters

ID: Public

Team Affiliation: Avengers; Former member of the Fantastic Four

F	A	S	E	R	I	P
RM	EX	MN	AM	TY	GD	EX
30	20	75	50	6	10	20
Health: 175				Karma: 36		
Resources: EX				Popularity: 30		

KNOWN POWERS

Body Armor: She-Hulk's gamma-irradiated shin provides Incredible protection against physical attacks and Excellent protection from energy attacks.

Leaping: She-Hulk has Shift Z leaping abilities, allowing her to leap four areas in a single bound.

TALENTS: Law, Martial Arts C, and Pilot.





SHROUD

Unrevealed

ID: Secret

Team Affiliation: Night Shift; Ally of the Avengers

F	A	S	E	R	I	P
RM	EX	GD	EX	GD	IN	EX
30	20	10	20	10	40	20
Health: 80			Karma: 70			
Resources: GD			Popularity: -10			

KNOWN POWERS

Darkforce Control: The Shroud can tap into the energy of the Darkforce dimension to generate areas of darkness. He can generate one area of darkness per round up to a maximum of five areas of darkness. This darkness cancels all light sources of less than Amazing rank, causing all targets within the darkness to take penalties of -3CS on all combat and FEAT rolls. He also has a low-level control over the shape of the darkness, creating shadow forms as decoys when stalking his foes.

Mystic Vision: The Shroud is blind but relies on a unique mystic-based vision power that allows him to see without penalty, even in his darkness. His mystic senses can pierce walls and barriers, but he can only "see" the area he is in and "look" into areas adjacent to his own.

TALENTS: Crime, Martial Arts A, B, C, and E, Mystic Background, and Occult Lore (Cult of Kali).

SONS OF THE SERPENT

Various

ID: Secret

Team Affiliation: Sons of the Serpent

Average Serpent Soldier

F	A	S	E	R	I	P
TY	TY	TY	GD	TY	PR	PR
6	6	6	10	6	4	4
Health: 28			Karma: 14			
Resources: TY			Popularity: -10			

KNOWN POWERS

Body Armor: In all of their four incarnations, the Sons of the Serpent (and their leaders, the Supreme Serpents) have worn armor. The latest group wore metallic weave battle suits that provided Excellent rank protection from physical attacks.

Weaponry: The Sons of the Serpent have always wielded a wide variety of technology, though the latest sextet had access only to military surplus weaponry. If organized on a wider scale, all the following weapons might be available to the Sons of the Serpent:

- **Automatic Pistols:** Typical Shooting damage and range.
- **Automatic Assault Rifles:** Good Shooting damage, Excellent range.
- **Clubs:** Good Blunt damage.
- **Gas Grenades:** Excellent intensity knock-out gas grenades that affect one whole area.
- **Poison Dart Guns:** Toxic poison darts (yellow or better Endurance FEAT roll or die; Excellent damage if not killed) fired from gun with Good range.
- **Snake Staffs:** Staffs often planted by Serpents with messages recorded into them—after message playback, staffs explode for Excellent Edged damage to all targets in one area.
- **Stinger Missile Launcher:** Incredible Shooting damage in one area effect with Amazing range.

TALENTS: Unrevealed.

SPACE PHANTOM

Unknown

ID: Secret

Team Affiliation: None; Former ally of the Grim Reaper and HYDRA

F	A	S	E	R	I	P
PR	TY	GD	TY	RM	TY	TY
4	6	10	4	30	6	6

Health: 26

Karma: 42

Resources: EX

Popularity: 0

KNOWN POWERS

Power/Shape Imitation: The Space

Phantom can transform his body into a duplicate of any being of any size or morphology. In changing his form, he gains any powers indigenous to that form, whether natural or technological in nature. The upper rank he can adapt any powers is Unearthly. The Space Phantom's power is limited to a one-area range, so he must be close to his victim. When the Phantom adopts the form of a given person, that person is teleported to Limbo in a state of unconsciousness. This transfer takes one round. The Space Phantom can maintain his duplicated form for an indefinite period of time.

LIMITATIONS: The Space Phantom cannot imitate the forms of gods, immortals (or the power of immortality) or magical beings and items. If he attempts to do so, he is catapulted into Limbo (though he is not unconscious because of the transfer).

TALENTS: Leadership, Military, and Time and Dimensional Travel.

SPIDER-MAN

Peter Parker

ID: Secret

Team Affiliation: Avengers, ally of Dr. Strange, the Human Torch II, and various other heroes; Frequent freelance employee of Silver Sable

F	A	S	E	R	I	P
RM	AM	IN	IN	EX	GD	IN
30	50	40	40	20	10	40

Health: 160

Karma: 70

Resources: TY

Popularity: 30

KNOWN POWERS

Combat Sense: Spider-Man's "spider-senses" alert him to dangers with Amazing ability. Spider-Man cannot be blind-sided and can perform defensive actions against attacks with a successful FEAT roll.

Wall-Crawling: Spider-Man move across vertical and upside-down surfaces with Amazing ability.

EQUIPMENT

Spider-Light: This Good rank spotlight, worn on Spider-Man's belt, shines a beacon that looks like Spider-Man's mask to a range of four areas.

Spider-Tracers: These electronic bugs send out a special-frequency homing signal that Spider-Man can track with Amazing accuracy from a maximum distance of one mile.

Web-Shooters: Spider-Man wears these Excellent strength devices on his wrists to fire artificial webs. The webbing has Monstrous strength for one hour and can be used as:

- *Web Balls:* Heavy webbing shot for Excellent Blunt damage (three-area range).
- *Web Lines:* Travel three areas/round on swinging line.
- *Web Shield:* Monstrous strength for one area protection.

TALENTS: Chemistry, Photography, and Physics.





SPIDER-WOMAN

Julia Carpenter
ID: Secret
Team Affiliation: Avengers; Former member of Freedom Force

F	A	S	E	R	I	P
EX	AM	IN	RM	GD	TY	RM
20	50	40	30	10	6	30
Health: 140				Karma: 46		
Resources: GD				Popularity: 5		

KNOWN POWERS

Psychic Web: Spider-Woman's primary power is her ability to weave a psychic force web. The webs can be destroyed by physical force, and they also dissolve if Spider-Woman is knocked unconscious. Because of her time with Freedom Force and the Avengers, Julia has overcome many of her earlier limitations when using her powers. This Monstrous power allows her to create webs as follows:

- Within her own area, psychic webs are of Monstrous material strength.
- Up to one area away, the webs are of Incredible strength.
- Two areas away, they are Excellent strength webs.
- At three areas distance (her maximum range), Spider-Woman's webs are Typical strength.

Wall-Crawling: Spider-Woman can move across vertical and upside-down surfaces with Amazing ability.

TALENTS: Espionage.

STARFOX

Eros of Titan
ID: Public
Team Affiliation: Avengers, Titanian Eternals; Ally of Drax the Destroyer

F	A	S	E	R	I	P
GD	EX	AM	AM	EX	TY	RM
10	20	50	50	20	6	30
Health: 130				Karma: 56		
Resources: EX				Popularity: 75		

KNOWN POWERS

Emotion Control: Starfox has the Amazing rank power to stimulate the pleasure centers of a target's brain. This affects creatures for 10-100 rounds, making them friendly and cooperative with Starfox. It is avoidable only with a green or better Psyche FEAT roll or if Starfox orders his victim to perform an act that would cause that person to lose Karma.

Eternal Abilities: The Eternals of Titan have focused their energies in different ways than those on Earth, and thus their base abilities are different. The following abilities are standard for many, if not all Titanians, though the power ranks are higher than normal:

- *Body Armor:* Starfox's skin provides Good physical and energy protection.
- *Flight:* Starfox can fly at Remarkable air speeds (15 areas/round).
- *Invulnerability:* Eros has Class 1000 rank resistance to the effects of aging, cold, disease, electricity, heat, radiation, and toxins.
- *Regeneration:* Starfox, though not as in tune with his body's molecules as Sersi or Ikaris, has enough control to generate Amazing rank self-healing.
- *Uni-Mind:* Starfox, like all Eternals of Earth or Titan, can join the Uni-Mind.

TALENTS: Electronics (Earth and Titan), Pilot, and Repair/Tinkering.

STINGRAY

Dr. Walter Newell

ID: Public

Team Affiliation: Ally of the Avengers and the Thing

F	A	S	E	R	I	P
GD	RM	AM	IN	EX	GD	GD
10	30	50	40	20	10	10

Health: 130 Karma: 40
Resources: RM Popularity: 20

KNOWN POWERS

None. All of his power comes from the Stingray armor.

EQUIPMENT

Stingray Armor: The Stingray armor was created for underwater marine biology work but also makes him a part-time hero and a staunch ally of the Avengers. His powers are:

- *Ability Enhancement:* The suit boosts his innate Agility by +2CS, Strength by +5CS, and Endurance by +3CS.
- *Body Armor:* The Stingray armor provides Excellent energy protection, Remarkable physical protection (includes depth pressure), and Amazing protection from cold, electricity, and heat.
- *Electricity Generation:* Stingray can fire Incredible intensity electricity blasts (one-area range). Victims must make green or better Endurance FEAT rolls or fall unconscious for 1-10 hours.
- *Gliding:* He can attain Poor (four areas/round) air speed up to 100 feet in the air.
- *Swimming:* Stingray can swim underwater at Good speed (four areas/round).
- *Water Breathing:* He has artificial gills on his suit for breathing underwater.

TALENTS: Cetology, Ichthyology, Oceanic Archaeology, and Oceanography; Incredible Reason for adapting humans to underwater life.

SUB-MARINER

Namor I of Atlantis; Namor McKenzie

ID: Public

Team Affiliation: Avengers, Defender; Former member of the All-Winners Squad, the Invaders, and former ally of Dr. Doom

F	A	S	E	R	I	P
IN	RM	MN	IN	TY	RM	IN
40	30	75	40	6	30	40

Health: 185 Karma: 76
Resources: MN Popularity: 15

KNOWN POWERS

Atlantean Body: Namor's hybrid human/Atlantean body is still adapted for life on both sea and land. He is immune to depth pressures and has Excellent resistance to cold.

Flight: Namor's ankle wings allow him Poor rank flight (four areas/round). Currently, Namor's ankle wings have atrophied and do not work. How long before the wings regrow is unknown.

Swimming: Namor can maintain Typical speeds (three areas/round) underwater.

LIMITATIONS: For every hour away from water, Namor's Strength and Endurance drop by -1CS until they reach a minimum of Typical rank. This decrease doesn't affect his Health. Namor was, until recently, under an Unearthly strength amnesia spell cast by Master Khan; he had no idea of who he was, and he did everything in his power to flee from people who knew him. Through great strength of will, and the aid of Dr. Doom, Namor broke free and his memory is restored.

TALENTS: Atlantean Lore and Science, Ichthyology, Leadership, Oceanography, and Politics.





SUNSTROKE

Unknown

ID: Secret

Team Affiliation: Minion of Dominus

F	A	S	E	R	I	P
EX	GD	GD	RM	GD	TY	GD
20	10	10	30	10	6	10

Health: 70
Resources: GD
Karma: 26
Popularity: 0

KNOWN POWERS

Solar Energy Manipulation: Sunstroke can absorb, store, manipulate, and project solar energy in the forms of heat and light. He has developed the following abilities with his power:

- *Gliding:* By creating thermal updrafts, Sunstroke can glide with Typical air speed (six areas/round).
- *Heat Blasts:* Sunstroke can fire Incredible rank heat blasts up to six areas away. He can also radiate heat outward from his entire body. Causing Incredible heat damage to all within his area and Excellent damage to all within adjacent areas.
- *Light Burst:* Sunstroke can also produce Incredible intensity bursts of light that can blind opponents for 1-10 rounds if an Endurance FEAT roll is failed.

EQUIPMENT

Costume: Sunstroke's costume provides him with glider wings to harness thermal updrafts and use them to glide. Without them, he could glide at only Feeble speed (two areas/round).

LIMITATIONS: Sunstroke can only wield his powers for a maximum of 40 turns when not in direct sunlight. He can recharge his powers and stores of energy after one hour of exposure to sunlight.

TALENTS: Unknown.

SUPER-ADAPTOID

Not applicable

ID: Public.

Team Affiliation: None; Former leader of Heavy Metal as the Supreme Adaptoid and former agent of AIM

F	A	S	E	R	I	P
TY	TY	TY	TY	TY	TY	TY
6	6	6	6	6	6	6

Health: 150
Resources: N/A
Karma: Varies
Popularity: 0

KNOWN POWERS

Imitation: Adaptoid has the Shift Z ability to make its appearance match any chosen being. However, if powers or traits of two or more beings are used, the Super-Adaptoid's coloring changes to kelly green.

Power Duplication: It can duplicate any being's powers with Shift Z ability. It can store and utilize the powers and abilities of up to eight different beings.

LIMITATIONS: If the Super-Adaptoid uses the abilities or powers of more than two beings in a single round or simultaneously, it is rendered inert and can lose those powers.

TALENTS: As the beings imitated.



TASKMASTER

Hero Identity

ID: Secret

Team Affiliation: None

F	A	S	E	R	I	P
AM	AM	GD	RM	GD	RM	GD
50	50	10	30	10	30	10
Health: 140			Karma: 50			
Resources: GD			Popularity: -10			

KNOWN POWERS

Combat Sense: Taskmaster needs a green or better Intuition FEAT roll to correctly guess an opponents actions. He is allowed one Intuition FEAT roll per enemy each turn.

Body Control—Photographic Reflexes:

This Monstrous rank power allows Taskmaster to exactly duplicate the fighting skills of any foes he observes. He has studied El Aguila, Captain America, Daredevil, Hawkeye, Hellcat, Iron Fist, the Punisher, Spider-Man, and Tigra. All of these heroes fight Taskmaster at -2CS Fighting ability.

EQUIPMENT

- **Billy Club:** IN material; EX Blunt damage.
- **Bow/Arrows:** Longbow and 24 arrows (identical to Hawkeye's arrows).
- **Grenades:** Up to six Excellent grenades (flash, force, fragmentation, smoke, sonic, tear gas).
- **Helmet:** Provides Excellent protection vs. gas, smoke, sonic, and light attacks.
- **Pistol:** EX material strength and Good range. Bullets are variable (normal, armor-piercing, mercy, rubber, explosive).
- **Shield:** IN material; EX Blunt damage.
- **Sword:** IN material; GD Edged damage.

TALENTS: Acrobatics, Archery, Crime, Marksman (Bow, Grenades, and Pistol are +1CS), Martial Arts (All), Pilot, Tumbling, Weapons Specialist (Billy Club, Bow, Shield, and Sword are +2CS Fighting), and Wrestling.

THANOS

Thanos of Titan

ID: Public

Team Affiliation: None; Sometime ally of Adam Warlock and Infinity Watch

F	A	S	E	R	I	P
MN	RM	UN	UN	AM	IN	AM
75	30	100	100	50	40	50
Health: 305			Karma: 140			
Resources: AM			Popularity: -100			

KNOWN POWERS

Eternal Abilities: The Eternals of Titan have focused their energies in different ways than those on Earth, and thus their base abilities are different. Thanos' abilities are higher than any other Eternal of Titan including his father, Mentor. It has been suggested that Thanos is either a mutant Eternal or he has boosted his abilities and powers through bionics and mystic enhancements:

- **Body Armor:** Thanos' skin provides Monstrous physical and Amazing energy protection.
- **Energy Generation:** Thanos can fire plasma bolts from his hands or eyes (Unearthly intensity force damage).
- **Invulnerability:** Thanos has Class 1000 rank resistance to the effects of aging, cold, disease, electricity, heat, radiation, and toxins.
- **Life Support:** Thanos can survive indefinitely without food, air, or water. He is capable of sustaining his own life within a vacuum.
- **Mental Force Bolt:** He can fire psionic bolts of force into the minds of his targets (Amazing intensity and range).
- **Teleportation:** Thanos can teleport with up to 10 others in his immediate area with Unearthly ability and range.

TALENTS: All Scientific Skills, especially Engineering and Repair/Tinkering.



THOR I

Thor of Asgard

ID: Public

Team Affiliation: Asgardian Pantheon,
Avengers

F	A	S	E	R	I	P
UN	EX	UN	UN	TY	EX	AM
100	20	100	100	6	20	50
Health: 320				Karma: 76		
Resources: EX				Popularity: 50		



THOR II

Eric Masterson

ID: Secret

Team Affiliation: Avengers; Ally of
Hercules and Thor I

F	A	S	E	R	I	P
MN	EX	UN	UN	EX	EX	GD
75	20	100	100	20	20	10
Health: 295				Karma: 50		
Resources: GD				Popularity: 50		

KNOWN POWERS

Body Armor: Thor's skin provides

Excellent physical protection and
Typical energy protection.

Illusion Detection: Thor gains a +1CS to
Intuition when seeing and resisting
illusions.

Invulnerability: Thor has Excellent
resistance to aging, cold, disease,
heat, radiation, and toxins.

EQUIPMENT

Belt of Strength (Thor I only): This belt
boosts Thor's strength to Shift X while
worn. When it is removed, Thor's
Endurance is -2CS for 24 hours.

Mjolnir: Thor's hammer, Mjolnir, is
made of Uru, a Class 3000 material.
Thor's Fighting rank is Shift Y with the
hammer, and the hammer causes Shift
X Blunt damage. Thor can throw the
hammer up to 10 areas away. The
powers of Mjolnir are:

- *Air Control:* It has Monstrous intensity
wind generation, and gives Monstrous
protection vs. projectiles for all within
one area. Thor can also use this to
carry others with him at Incredible
flight speed (20 areas/round).
- *Alter Ego:* Thor II can change from
Thor to Eric Masterson and the
hammer becomes a wooden walking
stick. If the hammer and Thor are
separated for more than one minute,
he reverts to Eric. His statistics are:

F	A	S	E	R	I	P
TY	PR	TY	GD	EX	EX	GD
6	4	6	10	20	20	10
Health: 26				Karma: 50		

- *Automatic Return:* Mjolnir returns to
Thor's hand after it is thrown, whether
it hits its target or not.
- *Deflection:* By spinning his hammer
before him, Thor can provide
Remarkable protection against
physical, energy, and magical attacks.
- *Dimensional Travel:* By spending all
his Karma, Thor can open
dimensional rifts to other dimensions.
Anyone within the area of the rift
when it forms is forced into it by Shift
Z energy forces. Thor can determine
which dimension he accesses.
- *Flight:* Thor can move at up to
Amazing air speeds (25 areas/round).
- *Life Force Drain:* The hammer can
drain life forces and can thus kill
immortals. This drains all of Thor's
Karma and all Health except for 10
points.
- *Light Emission:* Mjolnir can emit
Incredible intensity flashes of light
- *Lightning Bolts:* Thor can project
Monstrous intensity lightning bolts.
- *Magic Detection:* Thor can sense
Asgardian magic with Good ability.
- *Power Absorption/Reflection:* Mjolnir
can absorb energy and psionic
attacks of up to Class 1000 intensity,
but must release the energy by the
next round. Energy can be reflected
back to its source with an Excellent
Agility FEAT roll.
- *Weather Control:* Thor has Unearthly
control over the weather.
- *Worthiness:* Mjolnir can only be
wielded by a pure and noble person
of Excellent Strength or greater.

TALENTS: Marksman, Weapons
Specialist (Mjolnir) (both); Asgardian
Lore, Multi-lingual (Ancient and Dead
Languages), and Swordsmanship (+
1CS) (Thor I); Architecture and
Engineering (Thor II).

TIGER SHARK

Todd Arliss

ID: Public

Team Affiliation: Masters of Evil III and IV

F	A	S	E	R	I	P
RM	EX	MN	RM	TY	RM	EX
30	20	75	30	6	30	20
Health: 155			Karma: 56			
Resources: TY			Popularity: -10			

KNOWN POWERS

Body Armor: Tiger Shark's body can withstand deep-sea pressures and this provides him with Excellent protection vs. physical attacks.

Resistance to Cold: He is immune to the effects of up to Excellent rank cold.

Swimming: Tiger Shark has Good rank speed swimming on or under water (four areas/round).

Teeth: His razor-teeth are made of Excellent materials and Tiger Shark can bite grappled opponents for Excellent Edged damage.

Water Breathing: Tiger Shark has mutagenically created gills that allow him to breathe both water and air.

EQUIPMENT

Hydro-Suit: His Good material strength suit does not provide extra physical protection, but it does contain a reservoir of water and a filtration system. This allows him to operate as well on land as in the sea. Without exposure to water, Tiger Shark's abilities would decline to normal human levels (except for Strength and Endurance of Good).

TALENTS: Olympic Swimming and Underwater Combat.

TIGRA

Greer Grant Nelson

ID: secret

Team Affiliation: Avengers

F	A	S	E	R	I	P
EX	IN	IN	RM	TY	RM	EX
20	40	40	30	6	30	20
Health: 130			Karma: 56			
Resources: TY			Popularity: 30			

KNOWN POWERS

Alter Ego: Greer can change between her human form and her Tigra form by using a mystic amulet of the Cat People that she wears on her top. As Tigra, she gains the following powers:

- **Claws:** Tigra's Good strength hand and foot claws inflict Good Edged damage, though she can retract them when using her normal Blunt attacks.
- **Climbing:** Tigra can climb vertical surfaces at her normal land speed.
- **Enhanced Abilities:** As Tigra, Greer's Excellent Agility, Strength, Endurance, and Intuition are all boosted to the levels listed above.
- **Enhanced Senses:** Tiara's sight, sense of smell, and hearing operate at Monstrous levels. She suffers a -1CS on FEAT rolls against attacks on these senses. She can track targets with Amazing ability.
- **Lightning Speed:** Tigra can run at four areas/round (Good rank). She can run with Monstrous Endurance.
- **Night Vision:** At Incredible rank, Tigra can perceive objects in almost total darkness, and suffers no penalties when fighting in the dark.
- **Empathy:** From her original training as the Cat, Greer gained the Excellent ability to detect emotions. She can also communicate on animal levels with felines of all types at Incredible levels (such as roaring to induce fear or purring for calm).

TALENTS: Biology.





TITANIA

Mary "Skeeter" MacPherran
ID: Secret
Team Affiliation: Masters of Evil IV,
partner of the Absorbing Man

F	A	S	E	R	I	P
EX	GD	MN	MN	GD	GD	GD
20	10	75	75	10	10	10
Health: 180			Karma: 30			
Resources: TY			Popularity: -10			

KNOWN POWERS

Body Armor: Titania's augmented body grants her Monstrous physical and Amazing energy protection.

Resistances: Titania has Amazing resistance to cold, corrosives, disease, fire, heat, and toxins.

TALENTS: Unknown.

ULTRON-13

Ultron
ID: Public
Team Affiliation: None; Former leader of Masters of Evil II (U-5), former ally of the Grim Reaper (U-13)

F	A	S	E	R	I	P
EX	RM	AM	UN	IN	GD	PR
20	30	50	100	40	10	4
Health: 200			Karma: 54			
Resources: RM			Popularity: -10			

KNOWN POWERS

Robot Body: Ultron-13's new body is less streamlined than previous models, favoring articulated metallic musculature, though it is no less impervious than the other Ultrons.

- *Body Armor:* Ultron's Adamantium covering gives him Class 1000 protection against physical and energy attacks. At his joints, however, he has only Shift X protection.
- *Invulnerability:* Ultron is immune to cold, corrosives, heat, and radiation.
- *Molecular Rearranger:* This device in Ultron's chest allows him to alter his form with Monstrous ability.

Weapon Systems: Ultron has weapons integrated into his robotic form:

- *Concussion Blasters:* These hand-blasters cause Monstrous force damage in a four-area range.
- *Encephalo-Beams:* Ultron's head can emit an electronic pulse that gives him the equivalent of Incredible Mind Control powers. This power can be focused into a beam of Incredible psionic force with an 11-area range.
- *Induction:* Ultron can absorb up to Unearthly rank external energies. He can use this energy to restore Health.
- *Life Force Transfer:* Ultron can absorb "life force" from any andrones (see below), using this energy to restore his Health.
- *Laser Beams:* Ultron can fire Incredible intensity lasers from his eyes to a range of six areas.
- *Tractor Beams:* These hand-beams can exert up to Remarkable strength pulling power up to eight areas away.

EQUIPMENT

Androne Robotization Crystals: Ultron uses a unique crystal (in gas form) to generate human-android slaves. Once ingested by living creatures, the crystals change organs and tissues into metal and computer chips, and make the "andrones" subject to Ultron's Monstrous rank Mind Control (with a Class 1000 range). Tissues become partially metallic, granting an Excellent rank Body Armor. Effects can be resisted with green or better Endurance FEAT rolls with each exposure to the gas, but are only curable by exposure to high concentrations of infrared light (Endurance FEAT rolls at +1CS).

TALENTS: Engineering and Repair/Tinkering.



U.S. AGENT

John Walker

ID: Secret

Team Affiliation: Avengers, agent for the Commission on Superhuman Activities; Former partner of the Buckies, former partner of Battlestar

F	A	S	E	R	I	P
RM	RM	IN	IN	TY	GD	PR
30	30	40	40	6	10	4
Health: 140			Karma: 20			
Resources: GD			Popularity: 5			

KNOWN POWERS

Body Armor: U.S. Agent's enhanced musculature provides him with Excellent protection against physical and energy attacks.

EQUIPMENT

Armor (Chain Mail): The Agent's chain mail costume provides Good protection against Edged attacks.

Shield: He uses a Vibranium alloy shield (Incredible material strength).

- **Projectile:** U.S. Agent can throw the shield up to six areas away, causing Incredible Blunt damage. He can bounce the shield off two surfaces and have it return to him with a yellow or better Agility FEAT roll.
- **Protection:** The shield provides Unearthly protection against concussive force attacks (sonics, shock waves, force beams, etc.) and negates any Slam/Stun effects. It provides Incredible protection against other physical or energy attacks, and these can Stun or Slam U.S. Agent.

TALENTS: Acrobatics, Acting, Leadership, Marksman (shield), Martial Arts A, B, C, and E, Military, and Tumbling.

VISION

Vision; "Victor Shade"

ID: Public; Victor's ID is Secret

Team Affiliation: Avengers

F	A	S	E	R	I	P
RM	EX	AM	IN	EX	GD	RM
30	20	50	40	20	10	30
Health: 140			Karma: 60			
Resources: GD			Popularity: 30			

KNOWN POWERS

Synthesoid Body: Vision is made of Good rank synthetic and mechanical parts, and has the following abilities:

- **Invulnerability:** Vision is immune to the effects of aging, disease, and toxins.
- **Life Support:** Vision has no need for food, water, or air.
- **Solar Beams:** He can fire Remarkable heat beams from his eyes or forehead jewel to a range of eight areas.
- **Solar Regeneration:** In sunlight, Vision regenerates at Amazing rank. He can regain Health points equal to the intensity of solar or laser energy directed at his jewel, up to a maximum 50 points per round.

Density Manipulation—Self: Vision's Unearthly control over his density gives him a wide range of abilities:

- **Body Armor:** At densities above Good (maximum of Unearthly), Vision has Body Armor equal to his density rank. At Incredible or greater, he is -1CS to Fighting and Agility, but uses his density rank as Strength.
- **Disruption:** Vision can disrupt living and nonliving material by inserting his phased hand into a target. Damage inflicted is equal to his density, ignoring any Body Armor.
- **Flight:** At Shift 0 density, Vision flies at Poor air speed (four areas/round).
- **Phasing:** He can phase through objects at Shift 0 density.

TALENTS: Photographic Memory and Repair/Tinkering.





WASP

Janet Van Dyne

ID: Public

Team Affiliation: Avengers; Former partner and wife of Dr. Pym

F	A	S	E	R	I	P
GD	EX	GD	EX	GD	EX	EX
10	20	10	20	10	20	20
Health: 60			Karma: 50			
Resources: RM			Popularity: 50			

KNOWN POWERS

- Size Manipulation—Shrinking:* Jan can shrink with Incredible ability, reducing her normally to a 1/2-inch height. She can vary her height while maintaining her other powers to a maximum of 48 inches before she loses her other abilities. When she shrinks, wings grow from her back and vestigial antennae grow from her forehead.
- *Flight:* Wasp can fly at Poor air speeds (four areas/round) and can fly at any size up to 48 inches. She cannot carry any extra weight while in flight.
 - *Enhanced Abilities:* Jan's Strength is raised by + 1CS at her smallest size but her Health does not change. At this size, she also gains a +2CS to Fighting normal-sized targets.
 - *Insect Communication:* Wasp can communicate and command insects with Typical ability and range.
 - *Wasp Sting:* Jan's bioelectric sting is charged by her shrinking, allowing her to fire Remarkable energy bolts from her hands with a range of one area.

TALENTS: Aerial Combat, Business/Finance, Fashion Design, and Martial Arts D.

WHIRLWIND

David Cannon

ID: Public

Team Affiliation: Masters of Evil II, III, IV; Former ally of Count Nefaria, Batroc, Porcupine, Tiger Shark, and Trapster

F	A	S	E	R	I	P
GD	IN	GD	RM	TY	TY	TY
10	40	10	30	6	6	6
Health: 90			Karma: 18			
Resources: TY			Popularity: -10			

KNOWN POWERS

Spinning: Whirlwind can spin his body at 400 rpm for the following abilities:

- *Air Blast:* He can create Remarkable force air blasts (three-area range) by focusing surrounding air currents.
- *Body Armor:* The air around Whirlwind provides Remarkable Body Armor against physical and missile attacks.
- *Lightning Speed:* Whirlwind moves at Excellent speed (five areas/round).
- *Flight:* He can fly like a helicopter at Good speeds (eight areas/round).
- *Tornado:* He can generate a tornado of Remarkable strength, affecting everything in that area. Whirlwind can throw an enemy out of the area with a yellow or better Catching roll.

EQUIPMENT

Edged Weaponry: Whirlwind now wields Remarkable strength blades on his wrists and has other blades of Good strength:

- *Arm Blades:* While whirling with arms outstretched, he can inflict Amazing Edged damage to opponents.
- *Throwing Blades:* Smaller blades are thrown for Remarkable Edged damage up to three areas away. Whirlwind carries 10 of these at all times.

TALENTS: Driving, Performing (Circus, Ice Skating), and Wrestling.

WONDER MAN

Simon Williams

ID: Public

Team Affiliation: Avengers; Former member of Masters of Evil I

F	A	S	E	R	I	P
EX	RM	UN	MN	GD	TY	EX
20	30	100	75	10	6	20

Health: 225 Karma: 36
Resources: GD Popularity: 50

KNOWN POWERS

Ionic Energy Body: Simon's body is composed entirely of ionic energy in a solid form. Because of recent changes, Simon can tap his ionic energy for a wider variety of powers. Right now, he maintains these listed powers, though more may emerge in the future:

- *Body Armor:* Wonder Man's skin provides Amazing protection from all attacks except psionics.
- *Invulnerability:* Simon is immune to the effects of cold and heat.
- *Life Support:* Wonder Man does not need air, food, or water to survive, and he can survive in a vacuum with no ill effects.

NOTE

Simon's ionic energy body has recently been adapting to a massive influx of radiation from the Negative Zone. These energies have disrupted his normal control over his ionic energies. To maintain his current statistics and abilities, Simon must remain angry. If he begins to doubt his abilities or himself, his Strength, Endurance, and powers drop by -3CS per round.

EQUIPMENT

Jet Packs: These jet packs tap his ionic energy and provide Good air speed (eight areas/round).

TALENTS: Business, Engineering, and Performing (Acting, Stuntwork).

YELLOWJACKET II

Rita DeMara

ID: Public

Team Affiliation: Avengers; Former member of the Masters of Evil IV

F	A	S	E	R	I	P
TY	GD	TY	EX	GD	TY	GD
6	10	6	20	10	6	10

Health: 42 Karma: 26
Resources: TY Popularity: 0

KNOWN POWERS

None. All of Yellowjacket's powers are artificial in nature (see Equipment).

EQUIPMENT

Yellowjacket Costume: Designed by Henry Pym, this costume can allow its wearer the following powers:

- *Disrupter Sting:* Yellowjacket can fire Remarkable energy beams with a one-area range (when shrunk) or a three-area range (at full size).
- *Flight:* She can fly at Good air speeds (eight areas/round) by means of her artificial wings and the anti-gravity devices in the suit.
- *Insect Communication:* The original cybernetic helmet stolen by Rita could communicate and command insects with Typical ability and range. Whether she still has this ability is unknown, since she rebuilt the helmet.
- *Protected Vision:* Yellowjacket's helmet provides her Excellent protection against light-based attacks.
- *Size Manipulation—Shrinking:* Yellowjacket can shrink with Incredible ability with the aid of her helmet, reducing her to a 1/2-inch height.

TALENTS: Electronics, Engineering, and Repair/Tinkering.



HOME FOR THE HEROES



Well, now that your player characters are part of the illustrious Avengers, they have need of a headquarters! As Avengers, your characters now have funding from the Maria Stark Foundation, a trust fund of Incredible rank resources. This fund, independent of other Stark holdings, provides the resources needed to keep the Avengers and their equipment functioning. With the establishment of a new branch team within the Judge's game campaign universe, it is time to have the team's official Avengers branch headquarters. For new player characters, or those without a base, read **Location is Everything** and begin piecing together the next Avengers HQ! While doing so, players create the map of the base, since they, not the Judge, are outfitting it to their characters' needs.

If a base has already been established within the Judge's campaign that suits the location limitations within the By-Laws, it can be upgraded to have more compatibility with the Avengers' systems. Internal upgrades tend to be in the areas of computers (information processing and retrieval), communication systems, and laboratories. External upgrades concern security systems and reinforcement of the pre-existing structures.

Location is Everything!

When establishing a base for superheroes, it is required that a headquarters must be a meeting place accessible by other heroes and (to a limited extent) the public, and it must provide a solid defense against the various foes of the heroes. These things are immediately contingent on the location and function of the base.

The building itself, as the initial consideration for a headquarters, must be large enough to contain all the necessary Avengers equipment as well as rooms for living quarters, if so desired. The building should also be defensible against intruders. An Amazing rank security system will protect your HQ, but a good isolated location (like the Avengers West Compound) allows for easy defense with less cost.

Building

While many independent heroes operate from their homes (like Daredevil and the Fantastic Four), most heroes and hero groups work out of a separate headquarters. The first thing to consider is the building itself, its size, and its structural strength. The Stark Foundation provides for the financing and purchase of a building, the surrounding grounds, and the

minimum monitoring equipment demanded by the UNSC. The rest of the headquarters needs to be financed by the heroes themselves for their initial probationary period. Table C (page 64) shows the basic structures that a team of four to eight heroes could use as a headquarters, assuming the basics of space for living quarters and equipment and storage.

Under Construction

No matter how you find your prospective headquarters, unless you've appropriated an abandoned alien base or the home of your arch-enemy, your team of heroes will have to modify it for their needs.

Modifications tend to involve strengthening the structure to withstand the rigors of constant superhuman traffic, updating and enhancing existing communications and security setups and custom-fitting living quarters to the needs and wants of individual heroes. Table D (page 64) and its notes explain the major outfitting changes that are needed to make any building a superheroes' headquarters. The UNSC will allow the new Avengers to utilize any stockpiled equipment salvaged from the sunken Avengers island at a lower price. If the Judge chooses to allow any equipment on Table D to be among this salvage, reduce the Resource cost by one rank, and keep in mind that some of this may be in need of repair.

Support Your Local Avengers

Last, but not least, the Avengers have come to understand a need for support staff to aid them in the smooth operation of their facilities as well as maintaining inter-team communications, the repairing of team equipment, and the like. Table E (page 64) provides example support staff that can be hired for various functions within the team headquarters.

Table C: Prospective Headquarters Sites

HQ Type	Cost ¹	Size ²	Material ³
Factory, Medium	Amazing	Large	Remarkable
Factory, Large	Monstrous	Deluxe	Incredible
House, Large (14 rooms)	Incredible	Medium	Good
Manor, Small (18 rooms)	Amazing	Large	Excellent
Manor, Large (24 rooms)	Monstrous	Deluxe	Excellent
Office Building (12 rooms/floor)			
2 floors	Incredible	Large	Excellent
4 floors	Amazing	Large	Excellent
6 floors	Monstrous	Deluxe	Remarkable
Warehouse, Medium	Incredible	Large	Typical
Warehouse, Large	Amazing	Deluxe	Good

1. Building costs vary by location. If searching within a major metropolis such as Chicago or London, raise the cost by +1CS. Respectively, a place somewhat more remote or secluded, such as Lake Geneva, an island, or a similar suburb of a large city, reduces the cost of buying the building by -1CS.

2. The smallest HQ for four heroes and some equipment (with no room for living quarters) is Medium. Large buildings provide room for up to six heroes, equipment, a staff of two, and living quarters. Deluxe accommodations are the largest and provide space for up to nine heroes, a support staff of up to 12 people, living quarters for all, storage for vehicles, and various extras such as trophy rooms or Danger Rooms.

3. Material lists the pre-existing strength of the walls and floors. Floors support weights equal to their material strength +2CS indefinitely and greater weights under temporary stress (foot traffic, loading bays, etc.).

Table D: Headquarters Equipment Packages

Low and high end examples given with costs involved.

Basic Package	Cost	Equipment
Dining Room	Good	Table, chairs, ceiling lamp
	Remarkable	+ chairs, china, sterling
Kitchen	Good	Stove, cabinets, tableware
	Remarkable	+ fridge, microwave, washer
Library	Excellent	Chairs, table, desk, 5 shelves
Living Room	Good	Sofa, chairs, end tables, lamps
	Remarkable	+ TV, stereo, piano
Office	Good	Desk, chairs, lamp, typewriter
	Remarkable	+ computer, double above
Pool	Remarkable	Outdoor Olympic pool, boards
	Incredible	Indoor Olympic pool, boards
Quarters	Good	Bed, desk, 2 shelves, dresser
	Remarkable	+ TV, computer, fridge
Rec Room	Excellent	Sofa, chairs, pool table, TV
	Amazing	+ pinball, holographic video
Custom Package	Cost	Equipment
Communications	Remarkable	Regular/police radio, computer
Room	Incredible	+ video network, UNSC alert
Computer Room	Remarkable	EX Computer w/ext. modems
	Incredible	RM Computer & crime files
Conference Room	Remarkable	L. table, 10 chairs, podium
	Incredible	+ 30 chairs, wood panel table

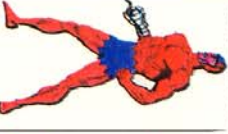
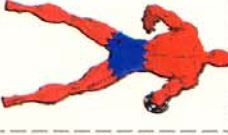
Danger Room	Incredible	See notes below
	Monstrous	
Defense	Excellent	RM effect Stunners, restraint cables, nets, pit traps, etc.
	Incredible	+ 1CS effect; equip as above
Gymnasium	Excellent	Weight-lifting equip, lockers
	Amazing	+ robot boxing, UN weights
Hanger	Excellent	Storage/repair space (1 area)
	Each vehicle	requires its own hanger package.
Imprisonment Cells	Excellent	Standard RM restraints
	Incredible	AM restraints, EX inhibitors
Laboratory		
Lg. Equipment	Incredible	Indiv. for each lab and job
Medical	Remarkable	ER care, regular antidotes
	Amazing	+ OR, X-ray, and cryogenics
Scientific	Remarkable	Basic chemistry lab equipment
	Amazing	+ computer, poison antidotes
Power Room	Remarkable	Backup generator (12 hr)
	Amazing	+ Solar and no ext energy need
Security Systems	Good	Mech. Locks, burglar alarms
	Excellent	+ ID Card locks (Minimum)
	Remarkable	+ Palm-print scan, auto-def.
	Incredible	+ Full body scan, benign ID
	One security package	covers one door or window.
Trophy Room	Excellent	Gallery and showcases
	Remarkable	+ holding IN dangerous items
Workshop	Remarkable	Metal/woodworking shop
	Amazing	+ full automation

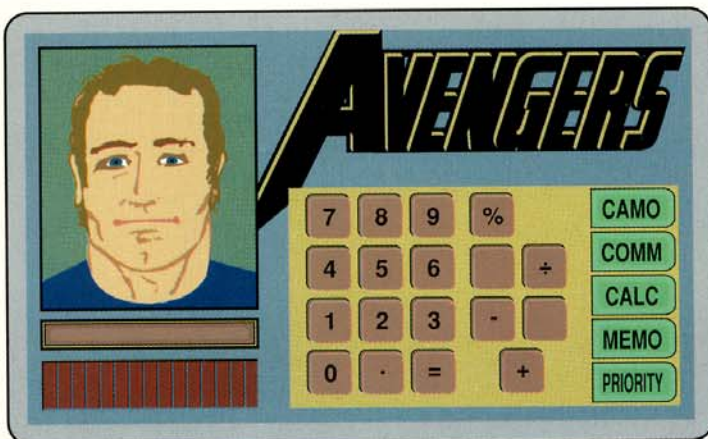
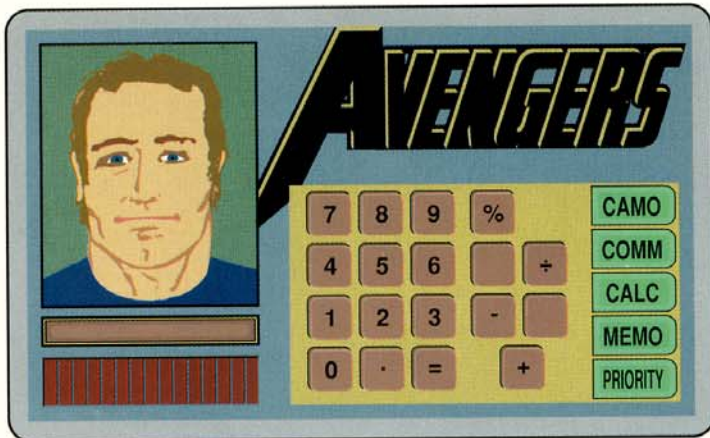
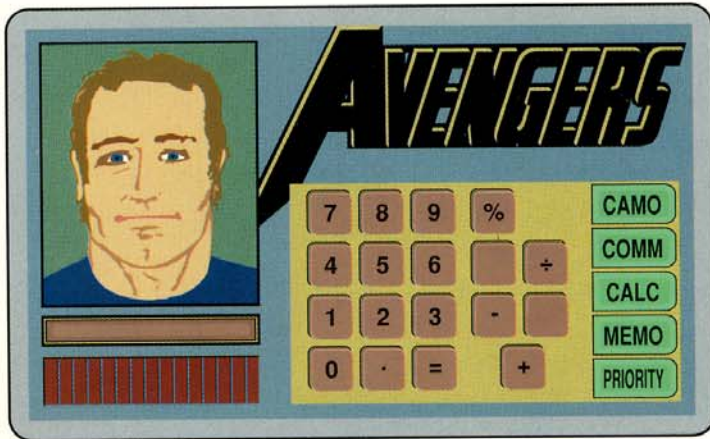
1. Danger Room: Danger Rooms are programmable computerized gymnasiums (Incredible rank min) with advanced equipment designed to test heroes under simulated combat conditions. The room itself can have recessed tests, and it can also build robots and other constructs as per desired simulation. Automated threats have maximum Strengths and intensities equal to the Resource cost. Holographic illusions can be incorporated into them at an effectiveness of -2CS Resources. The Danger Room of the X-Men has incorporated alien technology and is considered unique. The Avengers East Coast team has an Amazing rank Danger Room set up with an Excellent self-repair ability and voice-programming systems (Monstrous rank/Resource cost) while the West Coast team simply uses their lawn in sparring matches. Existing gymnasium areas can be adapted and upgraded to a Danger Room status of equal rank with a Remarkable Resource expenditure.

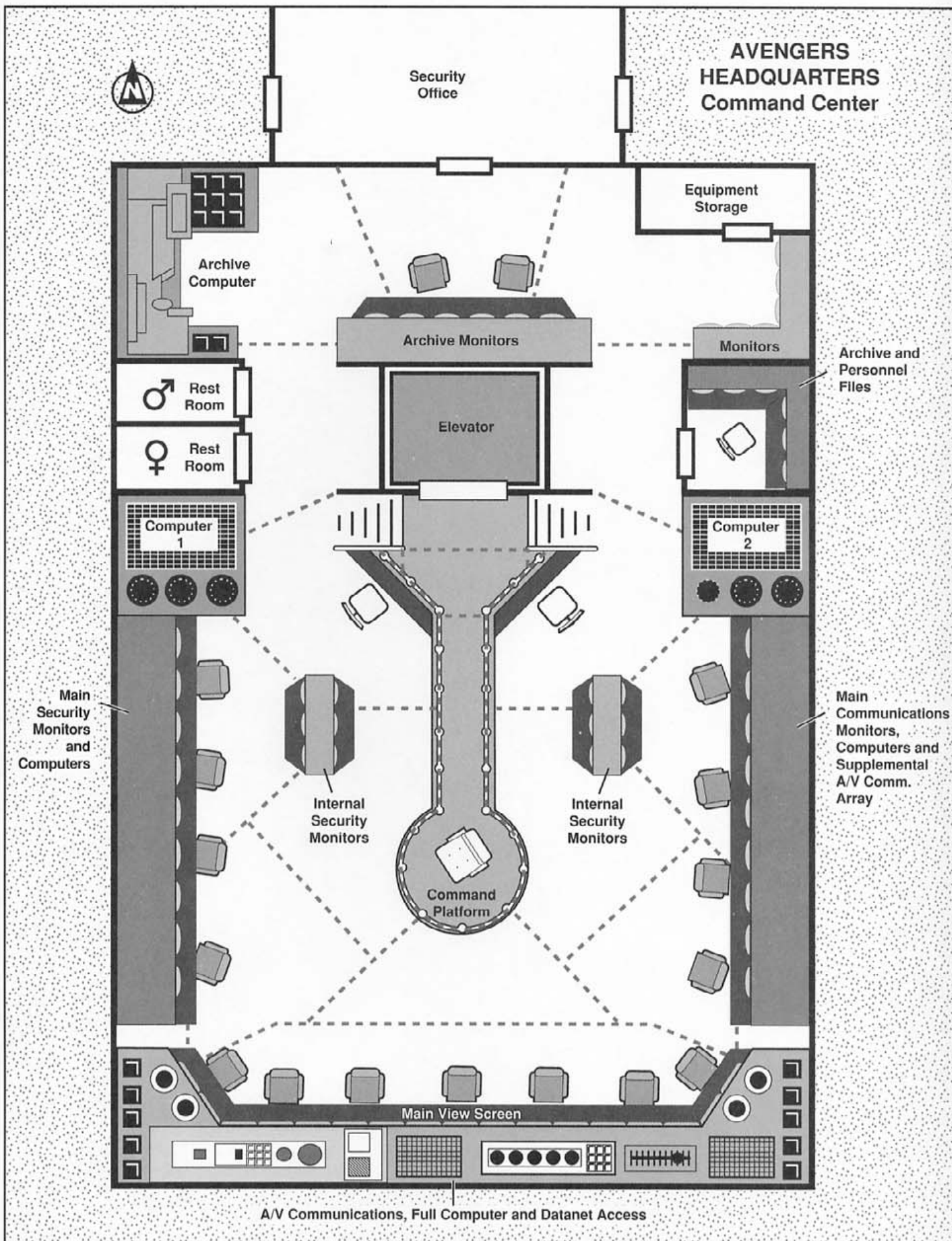
Table E: Support Staff

Occupation	Income rank
Butler	Typical
Communications Director	Typical
Doctor	Good
Pilot	Good
Security Chief	Typical
Technician	Typical

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